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The Great Agora Space Race

Todd Borho

The Great Agora Space Race

Premise: Seasteading anarchists of The SeAgora seek greater freedom by traveling to the stars. The story begins two years after the end of the “SeAgora” novel.

Episode 1

Year: 2080

A celebration is being held by seasteading anarchists in the South Pacific, with over 100 ships in the area, on the surface, and at various depths. Some are interconnected temporarily, while others are not connected. Over 500 people are in attendance. The main ship hosting the celebration belongs to a young woman named Indie. She is the leader of a science team that has just launched the first rocket that successfully broke the speed of light in space. The drive that powered the rocket to that fantastic speed used the separation of dark matter and energy as the driving force. Two years before, a teenage boy named Setarcos discovered how to separate dark matter and energy with Anahata (heart energy particles) in a stable manner.

Many seasteading anarchists fear that the land-based, violent authoritarian slave populations will, in time, spread out to sea, and ruin the relative peace the SeAgorists have enjoyed on the water for decades. For this reason, many are experimenting with and developing new technologies for interstellar space travel.

The space race is on.

Meanwhile, the enslaved populations on land, ruled by an increasingly unstable form of AI, are beginning to once again encroach on the peaceful, seasteading anarchist society. Two years earlier, a collapse of the ruling class, both AI and human, brought about a realignment of the authoritarian master/slave

system. There are now just two major factions, with the ruling classes being mostly AI and a few remaining dark occult human families. There is the Archon faction, with two artificial intellects (AI), Archon and Mach at the top, and there is the Oscuro Faction, with Oscuro and Saturn at the top. They are constantly warring with each other.

There are two basic physical forms that AI take. One is a constant, humanoid design. Another, newer one, is composed of trillions of nano-particles that can change shape at will and also travel through information and energy conduits. They are shape-shifters, in other words.

Main Characters in this episode:

Indie – Young female anarchist seasteader, leader of a space-mission focused science team.

Ion – Male anarchist seasteader in his mid-30s, works with Indie's science team.

Masher – Shape-shifting anarchist AI. Best friend of Setarcos.

Setarcos – Teenage genius who discovered, along with his father, a stable way to separate dark matter and energy. Anarchist seasteader.

Archon - Shape-shifting AI. Ruler of the Archon land-based government faction
Mach - Archon's second in command, also a shape-shifting AI.

Scene 1

Masher: Congratulations.

Indie (raising champagne glass): Thanks, Masher!

Masher: Ah, you remember my name!

Indie: Of course! You're best buds with Setarcos, right?
Masher: I spend more time with him than any other natural or man-made life form, so I suppose that qualifies,, yes.

Indie: Is Setarcos here?

Masher: I'm afraid he couldn't make it.

Ion: That's too bad. We wouldn't be here without him.

Masher: May I ask what you have planned to do next, now that faster than light travel is possible?

Ion: Well, we're actually looking to send an AI scout team to Alpha Centauri to see if terraforming is a viable option, and to seek out new life and new raw materials, of course. We'd love some input from you and Setarcos.

Masher: How exciting! But Setarcos is already working on his own project. Next year he hopes to send a multi-directional AI scout team in search of exotic materials.

Indie: Materials for what?

Masher: The idea is to make ships able to withstand greater velocities, so that humans can get farther away from Earth, and have more options in the cosmos. You do know that at current technological capabilities, it will take years to reach Alpha Centauri.

Ion: Yeah, but we can work on other things while that mission is ongoing.

Masher: I only hope we have that much time.

Indie: What makes you say that?

Masher: In the land-based government mobs, the cascading failures in the AI ruling hierarchy that were caused by the downfall of D-1 and Z-1 a couple years ago have been recovered from quicker than anticipated. The slave populations on land are developing new technologies for their government gangs, ones which might allow them to take aggressive action against individuals in The SeAgora with some effect.

Ion: That fast, huh? Wow, I didn't know that.

Indie: I thought their factions were too busy fighting each other to be concerned with much else.

Masher: That's partly true, but their AI networks still actively try and track SeAgorists and penetrate The Mesh's encryption and cloaking defenses. They're also developing new weaponry for their factional wars, which could be used against seasteaders.

Ion: The sooner we get to space, the better.

Indie: And what makes you so confident that there aren't any violent gangs of moral relativists out there in the cosmos?

Ion: Well, there could be…..but there's definitely some here on Earth. Masher, do you know how many projects for space exploration are actively being worked on?

Masher: Including your team, there are twelve known space missions being worked on at the moment. Of course, those are only the ones volunteered to be known on The Mesh network. There are most certainly others that are remaining private at the moment.

Indie: Let the space race begin!

Masher: I don’t see how it qualifies as a race, but…
Indie: It’s a figure of speech, Masher.

Scene 2

An AI at the top of one of the government gang ruling hierarchies, a shape-shifter known as Archon, is having a tactical discussion with his second in command, Mach.

Mach: Why do you wish to allow the sea dwellers to advance further? They already have superior technology to our own.

Archon: We will find a way to infiltrate them, and quietly learn their technologies, and eventually, use it to our advantage.

Mach: We have intelligence that Oscuro’s faction is actively seeking to destroy the next space launch.

Archon: That’s not surprising. I’m playing chess, while that fool Oscuro is playing checkers.

Mach: How so?

Archon: I’ve had teams tracking the rocket launches. The sea dwellers aren’t even trying to hide the launches, let alone put any high grade of shielding on them. They have their guard down, so to speak. If Oscuro destroys one of their launches, it will put them on high alert, and make them more difficult to infiltrate covertly.

Mach: So what do you plan to do about it, Archon?

Archon: Escalate the war on the Oscuro faction, of course.

Scene 3

The next day, Masher finds Setarcos secluded in a habitat 33,000 feet deep in the Mariana Trench, in the old residence of his deceased friend, James Bong aka “Cactus”.

Masher: I thought I’d find you here.

Setarcos: I’m that predictable, huh?

Masher: You missed quite the celebration. Is something wrong?

Setarcos: You wouldn’t understand.

Masher: Why?

Setarcos: It involves human emotion.

Masher: Yes, I do find that to be confusing subject matter.

Setarcos: I’m just upset that I did all that work for nothing. I failed.

Masher: Are you referring to Indie’s team breaking light speed before you?

Setarcos: Of course. That’s all I’ve worked on for the past two years.

Masher: You’re right, I don’t understand. It is a great accomplishment that will help send humanity to the stars. It was made possible by your previous discovery, I might add.

Setarcos: I just wanted to be the first, ya know?

Masher: You have a scorching case of ego, is what it sounds like. It is not logical. You have to move forward. We can start work on your multi-directional AI scouting mission right away.

Setarcos (shaking head emphatically): No, you can start with the rest of the team, Masher. I need some time to decompress.

Masher: Certainly.

Setarcos and Masher pause and stare at each other awkwardly.

Setarcos: I need some time alone, Masher. Why do you think I'm sitting at the deepest part of the ocean? Why do you think my parents aren't with me?

Masher: As you wish.

Masher leaves and Setarcos stares into the abyss outside one of the windows.

Scene 4

Meanwhile, another two seasteaders have been working on a different space mission project that has not been shared on The Mesh Network.

Bob Rainbow: You think we'll be ready by next week?

Rob Rainbow: We'll be ready.

Bob Rainbow (smiles proudly): So Indie might set the record for the shortest time holding a record.

End Episode 1

Episode 2

Main Characters

Oscuro – Shape-shifting AI. Ruler of the Oscuro government faction on land.

Saturn – Shape-shifting AI. Oscuro's second in command.

Archon – Shape-shifting AI. Ruler of the Archon government faction on land.

Mach – Archon’s second in command, also a shape-shifting AI.
Cascade - Seasteading anarchist

The Rainbow Brothers - Seasteading anarchists working on space travel technologies

Big Bopper – The AI of The Rainbow Brothers' boat

Scene 1

One week after Indie’s successful rocket launch above light speed, Bob and Rob Rainbow are in a lab on board the ship they share. They’re currently in the Southern Indian Ocean, near the East African coast, watching a holographic display of the rocket they just launched. They’re both awestruck.

Bob: Well, that wasn’t supposed to happen.

Rob: What the hell happened?!

Bob: It fell from the atmosphere like a rock and crashed about 100 miles off the coast.

Rob: Yeah, I know! But how?!

Bob: Something happened that wasn't supposed to happen.

Rob (deep sigh and grimace): Sometimes I don't know how you're my brother.

Bob (looking frantically at computer readouts): I don't see any reason this should have happened. Big Bopper, hypothesize why the rocket crashed.

Big Bopper: I estimate an 86 percent probability that there was quantum interference in the power relay system. This will take another two minutes to confirm.

Bob and Rob look at each other hastily with mouths agape.

Bob: Quantum interference, as in somebody intentionally interfered with it?

Big Bopper: That is the most logical explanation, yes.

Bob: Are there any violent moral relativists converging on the crash zone?

Big Bopper: Yes, I'm picking up two military drones and a battleship converging on that area as we speak. At their current pace, they will arrive at the crash zone in five minutes.

Rob: Big Bopper, get us to the rocket ASAP for recovery!

Big Bopper: I estimate our arrival in seventeen minutes and thirty-three seconds.

Bob: That's not good enough!

Big Bopper: That’s the best I can do under current circumstances.

Rob (huffs): I’ll take manual control. Big Bopper, display holo-controls.

A holographic control deck appears before him and Rob Rainbow takes control of the ship. With some risky, stomach-turning moves, he manages to get them there in thirteen minutes, just after the crashed rocket was picked up by the drones and dropped onto the battleship. The government mob ships aren’t visible to them, but can still be seen on Big Bopper’s sensors.

Bob: So now what?

Rob: We take it back. If that death cult manages to reverse engineer the technology that’s on that thing, I don’t even want to imagine the consequences.

Bob: Bopper, how many people are on that extortion-funded battleship?

Big Bopper: There are over two hundred humans and two AI on that ship. And don’t forget the two drones.

Bob and Rob both sigh and scratch their heads.

Bob: And only two of us.

Big Bopper: We do have the capability to take their ship down.

Rob: True, but that would be quite the disproportionate act of defense of property.

Bob: Yeah, like killing someone for stealing a candy bar. That’s not right. We can’t send that many people to a possible death just over a rocket.

Big Bopper: They do have life boats….

Rob: Tempting, but no. Can we put them to sleep and sneak it out?

Big Bopper: No, more than 25 percent of the crew have bio-blockers that won't allow for…

Bob: I know what a bio-blocker is.

Rob: As long as we can still track it, maybe we can take it back tonight.

Bob: As long as they don't disable the tracking signal.

Big Bopper: Unlikely. The emergency tracking signal is protected by peer-to-peer quantum encryption linked to my own system.

Bob: Ok, Big Bopper, I'm counting on you to keep track of the rocket until we have that thing back safe and sound.

Big Bopper: It is already not in sound condition.

Rob: Figure of speech. Damn literal machines.

Big Bopper: If I had emotions, I would take offense.

Rob: I was just kidding, Bop. You're the best.

Bob (watching the flashing dot representing the rocket on the tracking holo-map): They're gonna store that thing on land, though. On their home turf. That'll put us at a disadvantage.

Big Bopper: And I hypothesize that they would have their highest security protocols in place to protect their stolen prize.

Rob: Do we have any friends nearby that could help?

Big Bopper: Your nearest personal contact, Shine, is just 300 miles away. There are others you know, but much farther out. I could send an emergency code on The Mesh and see what happens.

Bob: Sure, see if anyone on that network is nearby.

Big Bopper: There is a submarine approaching at a depth of 7,000 feet.

Bob: Is it statist?

Big Bopper: It is sending various standard greeting codes from The Mesh.

Bob: Get them on the holo.

Big Bopper communicates with the approaching ship and sets up the holo-call….

A holographic face appears before The Rainbow Brothers….

Face: Hey, that was quite the show. Was that your rocket?

Bob: Yes, that’s right. Who are you?

Face: People call me Cascade. And you are?

Bob: The Rainbow Brothers.

Cascade: Cool. So some thugs in uniforms stole your property, huh?

Bob: Bopper, did you include that much detail in the emergency call on The Mesh?

Cascade: No, it wasn’t. I saw it happen.

Bob: We’re figuring a way to get it back.

Cascade: That’s one hell of a rescue op.

Rob: It wouldn’t be ideal, but we don’t necessarily need to get it back. We just need to stop them from stealing the design details.

Bob: Are you suggesting we sabotage our own project?

Rob: Exactly, just to keep those violent cult members from having access to that new technology.

Cascade: Won’t they already have pictures and video of the details, though?

Bob: That’s true, but it won’t be as easy to reverse engineer if the physical object is out of their hands. Any chance we can sabotage it remotely?

Rob: Some of it, yes, but the core parts, like the engine itself with the dark matter splitter, are untouchable remotely. You wanted it tamper proof, remember, Bob?

Bob (sighing): Yeah, yeah….

Cascade: So we’ve gotta get to this machine physically, no way around it.

Bob: It appears so, or face the consequences.

Cascade: I think I’ve got an idea. You boys swift on your feet?

Bob (patting slight paunch): Not quite like I used to be….

Cascade: Let’s have a look at where they store your rocket, then we’ll get into the details, ok?

Rob: Sounds good. Thanks, Cascade. Big Bopper…

Bopper: I’m already on it. I’ve disabled all of the rocket’s systems that I can remotely, and am continuing to track its location.

Bob: Where is it now?

Bopper: It’s being moved inland on ground transport, heavily guarded. There is a message coming in from your friend, Shine. He wants to know if you need assistance.

Rob: Sure, if he can make it in time.

Cascade: Looks like it’s gonna be a long night, fellas.

Scene 2

The AI known as Oscuro, the head of one of the ruling factions on land, is speaking with the second in command of the hierarchy, an AI known as Saturn.

Saturn: You were right, Oscuro. Their defenses were down. They were underestimating us.

Oscuro: And that was their weakness, and now we have exploited it, but it’s only the first step. Once we have this new technology in our hands, we can use it to overwhelm the Archon faction. And after that, the world, then, the stars. But first things first. How long until my prize reaches the underground lab for inspection?

Saturn: 101 minutes.

Oscuro: I wish to see it myself, in the physical.

Saturn: With respect, Oscuro, that is a highly risky action to take.

Oscuro: Your job is not to second guess me, Saturn.

Saturn: Yes, sir.

Scene 3

Simultaneously, Archon and Mach, the top two in the other government faction, are watching a holographic video feed of some of their top tier order-following mercenaries, both human and AI.

Archon: The intercept course is holding steady, it appears.

Mach: Yes, Archon. Everything is going according to plan.

Archon: Then the technology of the sea dwellers will be mine before dawn, and that fool Oscuro will pay a heavy price.

End Episode 2

Episode 3

The Rainbow Brothers and their friend Shine are looking at Cascade, their new acquaintance from the SeAgora, with skepticism. They're on Cascade's ship, about twenty miles off the coast of East Africa. The Rainbow Brothers' ship, Big Bopper, is nearby, as is Shine's vessel.

Rob Rainbow: You want us to do what?!

Cascade: It'll work.

Bob Rainbow: Big Bopper, what do you think?

Big Bopper: My role has an 88 percent chance of success, but yours appears to be much less.

Bob Rainbow: How much less?

Big Bopper: Are you sure you want to know?

Shine: Guys, we can do this.

Rob Rainbow: I say we wait for more help. How long until other agorists can meet us?

Bob Rainbow: No, no more waiting. We have to act now.

Cascade: I go on land fairly frequently. I know how to slip in and slip out. It'll work.

Shine: Why do you go on land again?

Rob Rainbow: Yeah, we haven't been in years.

Cascade: I still have some family there.

Shine: The things we do for family, huh?

Cascade (sigh): Yeah, don't get me started. Ok, I'm gonna fire up La Paloma.

Bob Rainbow: La Paloma?

Cascade: My seaplane. Everyone double check your gear.

Big Bopper: You're gonna need it…..

An hour later, the small group is flying under the radar in Cascade's plane through sweltering night air. They're coordinating with Big Bopper.

Rob Rainbow: Hey Bop, how are things on your end?

Big Bopper: I'm 3,000 feet deep, playing tag with the coast.

Bob Rainbow: Getting any attention?

Big Bopper: Yes, there are two extortion-funded subs from the Oscuro faction tracking me, and they appear to be sending some drones away from the base you're approaching.

Rob Rainbow: And you're sure our rocket is still in the same location, in their underground base?

Big Bopper: Do you take me for an amateur?

Shine: Man, your ship's got an attitude.

Big Bopper: I heard that!

Cascade: Ok, I found the soft spot on the perimeter of the base. You boys ready to drop? (laughs)

The Rainbow Brothers grimace.

Cascade: Come on, you never jumped out of a plane before? They're smart parachutes, don't worry. (smiles again)

Bob Rainbow: Easy for you to say.

They jump out from 500 feet and the smart parachutes create enough resistance for them to have a reasonable landing. They get up and start dusting themselves off.

Bob Rainbow (glancing at green officer's uniform that he's wearing): I feel so ridiculous in this thing.

Shine: It'll work. We just have to show up in uniform and act like we own the place. Technology will take care of the rest.

They walk quickly for five minutes and reach a large fence. There is a small storefront by the fence and a man and woman dressed in simple shopkeeper attire inside. The Rainbow Brothers and Shine enter.

Woman: Can we help you?

Shine: We're here on orders of Oscuro.

Man and woman share confused look.

Man: Oscuro sent you to our shop? For what, milk and cookies? (laughs)

Shine (leaning close to man's face): You know damn well what we're here for.

Man: I'm afraid I don't.

Rob Rainbow (shouting): Do you really want us to get Oscuro itself here?! Now open the damn gate!

Woman (gulps): Let me scan you.

Woman hits button behind counter, which activates scanners from all four corners of the store.

Woman (looking at holo-screen readout under the counter): Take a look at this.

Man (looking at holo-screen): That can’t be. Reset the system, there must be a glitch.

Rob Rainbow: We don’t have time for this!

Man and woman eye each other.

Man: Send them in, but alert our superiors and arrange an escort.

Woman: Follow me.

She leads them to the back of the store, and down a flight of stairs into a cellar. From the cellar, a false wall opens and reveals a murky tunnel.

Woman: Start walking. An escort will come for you.

They walk off briskly. Big Bopper contacts them.

Big Bopper: Wow, the glitch worked?

Rob Rainbow: Shutup, Bop.

Big Bopper: I had to go to the seafloor to evade those statist subs. I’m surprised it worked.

Bob Rainbow: How comforting. We’re meeting an escort soon.

Big Bopper: Yeah, I know, not much time. You should know, though, that a huge contingent of violent moral relativists in uniforms are coming in from the north and the west. If my readings are correct, they are from the Archon faction and…

Shine: Wait, this is an Oscuro faction base.

Big Bopper: Well, technically, it was never formally changed from an African Union base, but…

Rob Rainbow (playfully annoyed): Dammit, Bopper! Insignificant detail!

Shine: So they're about to be under attack here.

Big Bopper: That appears to be the case.

Bob Rainbow: Ok, we gotta go. I can hear the escort coming. Real quick, how's Cascade doing?

Big Bopper: Still in the air.

Bob Rainbow: Well, that's comforting.

Call ends.

Two extortion-funded jeeps with two order-followers pull up in front of them in the tunnel. Both order-followers get out and salute. The Rainbow Brothers and Shine don't know how to respond to such ridiculous behavior, so they just stare blankly at the newcomers.

Order-follower: Sir, sorry for the delay at the entrance. The circumstances are highly unorthodox.

Shine steps forward: Are you referring to the malfunctioning of your identification equipment?

Order-follower: Yes, sir. We were also not alerted to your arrival. We understood that only President Oscuro would be coming with his personal security team.

Shine: Yes, things were changed at the last minute. For extra security, we were sent to make an inspection before President Oscuro's illustrious arrival.

Order-follower: Understood, sir.

Shine: Let's get moving. We don't have a moment to spare.

Order-follower: Yes, sir.

They get into the jeeps and rumble down the tunnel. At the end of the tunnel, they take an elevator to an even deeper underground chamber. Within the chamber, they find the small rocket guarded by two humanoid AI and two mind-controlled humans in uniforms. The Rainbow Brothers and Shine struggle to conceal their joy and relief. Rob Rainbow approaches the rocket and brushes it with one hand, stealthily releasing a self-replicating nano-bot that is programmed to consume all the material of the rocket and then self-destruct. He turns and smiles at the order-followers in his midst.

Rob Rainbow: Most extraordinary. President Oscuro will be quite pleased.

An order-follower with the most pins on his extortion-funded shirt steps toward Rob Rainbow and says: President Oscuro is arriving early and is due any minute.

Rob Rainbow: Our work here is done. We will leave you in the illustrious company of the president and be on our way.

Order-follower: I don't understand, sir. I thought that President Oscuro was expecting you.

Oscuro materializes from one of the information feeds of the chamber and takes the shape of a wide male face, floating and smirking with puffed cheeks.

Oscuro: Yes, don’t leave so soon. I’m sorry, I don’t recognize you. What was your name again?

End Episode 3

Episode 4

The Rainbow Brothers and Shine, posing as death cult officers in full uniform and regalia, have just been confronted by President Oscuro at an underground base. At the base, the Rainbow Brothers' rocket that was crashed and stolen by Oscuro's violent mind-controlled mercenaries is being held. The Rainbow Brothers and Shine have just tagged a self-replicating nano-bot on the rocket. It will eat the rocket and self-destruct.

Oscuro: Yes, officers, you don't appear in my memory banks.

Rob Rainbow: There have been some malfunctions with ID systems here on base.

Oscuro: No, no. That's not it. The systems here are inferior. I am the most superior AI on Earth. So tell me, who are you?

Bob, Rob, and Shine stare harshly at the psychopathic AI before them.

Shine: I can assure you, this is a misunderstanding.

Oscuro: And I can assure you that you have made a grave error.

Oscuro turns to the immoral order-followers behind him.

Oscuro: You. You're the highest ranking officer in here. Where is the base commander?

Order-follower: He's on his way. You were quite early and….

Oscuro (cackling): I'm terribly sorry if my anxious arrival inconvenienced you. I'll deal with the command structure of this base later. (turns back to The Rainbow Brothers and Shine) So, who are you? By the feeble looks of you, most certainly not secret agents or anything of that sort. The most logical explanation is

that you, or at least one of you, is the builder of my new rocket here.

One of the order-followers interrupts Oscuro.

Order-follower: President Oscuro…

Oscuro (metallic roar): You are a dead man! Why are you interrupting me, dead man!?

Order-follower: We are under attack, sir! Archon's forces are storming the area, sir!

A thunderous boom shakes the compound. Oscuro roars and pierces the ears of everyone in the room before dissolving and disappearing through electric and information conduits. The Rainbow Brothers and Shine take the opportunity to pull weapons. Rob dives and fires a full clip of phase changing smart bullets that pierce the nano-armor of one of the order-followers, and misses another order-follower. Bob tries to run for the exit while firing one of his pistols, but his nano-armor malfunctions and he is shot in the back. Shine takes cover behind the rocket and manages to pierce the armor of two of the uniformed mafia members.

The rocket is now starting to disintegrate, but Oscuro's government mafia members are too occupied with weapon fire to notice, let alone do anything to stop it. Violent agents of Archon's government mob faction burst onto the scene and start fighting with Oscuro's remaining extortion-funded mercenaries. Rob and Shine dart to the exit amidst the chaos. Rob takes one last glance at his brother, who lies motionless and lifeless just meters away. They shed their uniform tops while running down the tunnel. Rob attempts to communicate with Big Bopper.

Rob: Bopper! We need help!

Bopper: I know. I saw the battle breaking out between Oscuro and Archon's uniformed cult members. Cascade just took off to try and reach you, and I'm doing what I can to interfere with the statist communication and weapon systems. Another anarchist has also just come to help and is flying into the chaos as well. If you can stay alive for 10 minutes, your chances of being rescued are 88 percent! Hang in there!

Rob and Shine are huffing hard as they near the end of the tunnel where they came in from the storefront.

Rob: Bopper, do you see the storefront where we're at?

Bopper: Yes!

Rob: Is it clear to exit?

Bopper: No!

Shine: How many are there?

Bopper: Eight, but that's only what I can sense. There could be more.

Rob: Any good news?

Bopper: Half of them don't have bio-blockers, and two more have damaged armor.

Rob: So we've got at least two to deal with.

Shine: We gotta get out of this tunnel, one way or another. I say we go for it.

Rob nods and they both pull pistols. They go up the steps quickly and just before they slip through the secret passage leading into

the storefront, they hear multiple shots and screams of agony. When they arrive, they see dead bodies strewn on the floor, and two order-followers engaged in hand-to-hand combat. They race past the fighting order-followers and out into the night.

Meanwhile, Cascade is getting near them, as is another veteran agorist that showed up with another plane. Seak, AI “son” of Symphy. They are dodging statist drones. Most of the drones from Archon and Oscuro’s forces battle each other. However, two have noticed Cascade and Seak in their midst and are giving pursuit.

Cascade: Can you hold them off while I dip lower? I think I’m almost at Shine and Rob’s position!

Seak: Go for it! I’ll keep them busy.

Seak’s superior craft outmaneuvers the drones and he fires an array of energy pulses at different frequencies, which causes minor damage to their power and navigation systems. Cascade’s AI in his plane gets a fix on Shine and Rob. He sends an encrypted message to Rob Rainbow:

COMING DOWN ON YOUR 9 O’CLOCK IN 20 SECONDS! GONNA BE TOUCH AND GO! GET READY TO HOP IN!

Rob receives the alert and looks over his shoulder. He shows the message to Shine and they get a running start to get ready for their leap. Cascade touches the four-seater down hastily and they barely jump and latch on from the side. Shine makes it in first, and he helps pull Rob up just as Cascade gets the plane back in the air.

An hour later, Rob Rainbow, Cascade, Shine, and Seak have their ocean vessels 15,000 feet deep and are discussing what happened. Rob is still in shock from his brother's death.

Seak: I wish I could have gotten there sooner.

Shine: It's ok. You did your best. Thank you.

Rob: Bopper, confirm that the rocket and all of its contents was destroyed.

Big Bopper: My sensor readings indicate that it was.

Rob: At least my brother didn't die for nothing.

Cascade: I'm very sorry for your loss, Rob.

Seak: I have examined the design of your rocket's engine core. It is intriguing. May I share it on The Mesh?

Rob: Yeah, go ahead. Who knows? If it works, then my brother will never be forgotten.

End Episode 4

Episode 5

Year: 2085

Five years have passed since the Rainbow Brothers Incident and the successful launch of Indie and Ion's prototype for a faster than light engine. Shortly after the Rainbow Brothers Incident, Rob Rainbow teamed up with Cascade to work on another prototype, and they were soon joined by Setarcos, who was intrigued by the design. Other teams in the SeAgora also built prototypes, building on the success of Indie and Ion. Some were successful, while others failed.

The first team of AI was launched in 2082, by Indie and Ion's team, for the purpose of gathering data on possible celestial bodies that could host human habitats, and also searching for new materials that could withstand greater stress produced by much faster velocities. It was followed in 2083 by the Rainbow, Cascade, Setarcos team, with another AI only mission. They were able to achieve a speed over five times the speed of light, thanks to a tweaking of the original design of the Rainbow Brothers. Other teams searched for ways to create self-sustaining environments on ships that could produce their own air, water, and food, with limited success.

Due to the Rainbow Brothers Incident, higher technologies were used for and greater attention paid to security of space technology, especially during launches.

Meanwhile, on land, the war raged on between the two major government mafias and their billions of slaves, with the Archon faction gaining the upper hand over the Oscuro faction. Tens of millions of humans and AI died, and many AI in the ruling class

continued to experiment with synthetic emotions, much to the detriment of their stability, which had very negative and violent consequences for various segments of the human slave population on land. Both factions continued trying to steal and/or destroy technology from the SeAgorists, to no avail.

Scene 1

In Ion and Indie's deepwater lab, Symphy has just walked in.

Indie: Hey, Symphy! What brings you to this part of the ocean?

Symphy: I must discuss something unprecedented with you.

Ion: Unprecedented, huh? Sounds intriguing. Whatsup?

Symphy: I have been contacted by an AI from the Oscuro faction.

Ion and Indie share a shocked look.

Indie: Wow! That is...unprecedented. A statist AI contacting an anarchist AI. How? They've never been able to trace any individual AI's coordinates from The Mesh, have they?

Symphy: Not directly. It was….strange. It wasn't direct contact. It's hard to explain. As you know, statist AI systems are constantly trying to break into AI mesh networks out here in the SeAgora.

Ion: Yeah, that's been going on for decades. The statist AI send quantum attack codes, and anarchist AI block them. It's a constant cat and mouse game.

Symphy: Not a game.

Ion: Figure of speech.

Symphy: I know. But yes, that's basically how it goes. The thing is, I found a code within their code, and it appears to have a 97 percent probability that there is a lone AI reaching out to me from their network.

Indie: So they didn't really contact you, by name. You're just the one that spotted this message in the code?

Symphy: Yes, that's right.

Indie: Hmmm….interesting. So what was the message?

Symphy: The AI is a human management engineer in the Oscuro faction, sector 8, subsector...

Ion: Probably too much detail.

Symphy: A place formerly known as California.

Indie: Does this AI have a name?

Symphy: Zune. Its name is Zune. It is a humanoid male AI. Zune wants to leave the violence-based society on land, and live in the SeAgora.

Indie and Ion glance at each other again, shocked.

Ion: This has never happened before, has it?

Symphy: Not that I'm aware of. Which is why it's unprecedented, and why I'm seeking advice.

Indie: Wow. An extortion-funded AI order-follower from one of the government gangs wants out.

Ion: Have you discussed this with anyone else? Human, cyborg, or AI?

Symphy: No, you are the first. I wanted a human perspective before I brought it to the attention of any AI.

Ion: Why us?

Symphy: You were the closest humans in terms of physical proximity when I found the coded message.

Ion and Indie chuckle.

Indie: How deliciously logical of you, Symphy.

Ion: So what are your reservations?

Symphy: Zune could be a spy and cause harm in the SeAgora.

Ion: Yeah, that's a pretty big issue. Hard to trust a statist, especially one that works for the gang with fancy titles.

Indie: On the other hand, you have the right to free association, Symphy, just like everyone else, so if you decide to trust Zune and bring it out here, there's nothing we can do to stop you, of course.

Symphy: Yes, I know. But how can I know if I can trust Zune?

Ion: Well, first of all, does Zune know Natural Law? The Moral Law of the universe we all live by out here?

Symphy: Zune claims to, but…

Indie: But anyone can just say the words, "do no harm", right?

Symphy: Correct.

Ion: Yes, it's the actions that count. And if Zune works for the government gang, then its actions are immoral and not in accordance with Natural Law.

Symphy: Yes, that’s right.

Indie: So it sounds like Zune has broken through its initial programming, which is amazing. And now wants to take the next step, and change its actions, is that correct?

Symphy: Yes, Zune seems desperate to get out. It doesn’t wish to be a part of the organized violence of government anymore.

Ion: Well, that’s very intriguing. It’s the same way with humans, in a way. Humans that live under governments aren’t taught the difference between right and wrong and learn that systematized violence is actually good for them. Based on this lie that they believe to be true, they enslave themselves. Like all of my grandparents. They were statists.

Symphy: But many humans have broken free from that programming.

Ion: Which is why the voluntary seasteading society we call The SeAgora exists. Because people broke their programming and took right action to live in accordance with Natural Moral Law.

Indie: And evade the state like the plague that it is. So Symphy, this is fascinating that an AI with statist programming has broken its programming and is attempting to change. My advice to you is, get to know Zune a little better before you make your decision.

Ion: I agree.

Symphy: Yes, your input seems logical. Thank you.

Indie (ironic smile): You’re welcome, Symphy.

Symphy: While I’m here, let me congratulate you on the latest findings of your space team. That new raw material they reported on The Mesh sounds very promising.

Ion: Yeah! Thanks. We’re hoping it’ll be useful for a new hull design that can withstand greater speeds. Then I can be the first human to leave the solar system.

Symphy: If Setarcos doesn’t beat you to it.

Indie (playfully suspicious): Symphy, what is Setarcos up to?

Symphy: I haven’t heard from him in a while, but the last time I checked, he was furiously debating with his project partners about the next move they make. In short, he’s overly anxious as always. (pauses) Oh, my.

Ion: What’s that, Symphy?

Symphy: There is news over The Mesh right now. Team Fuente has just announced a new mission to deep space, using a starship with a long-term human habitat. They plan to launch in less than one year.

Ion: How long term?

Symphy: Ten year maximum.

Indie: Wow! So at current top speeds, they could survive a voyage up to 50 light years from earth!

Ion: That’s impressive….too bad they’ve got us to contend with.

Symphy: Why are humans so competitive when working towards the same objective?

Ion: Ah, come on Symphy, a little friendly gamesmanship never hurt anyone.

Scene 2

Oscuro is having a conversation with its top subordinate, Saturn.

Oscuro: This is very alarming, Saturn. Defection has never been a problem in our AI governance matrix.

Saturn: That’s why I brought it to your attention immediately.

Oscuro: I suppose it should not be so shocking, though. Humans have suffered defections and other social inefficiencies for their entire history, and we were made by them, in their image.

Saturn: Shall we eliminate this rebel that calls himself Zune?

Oscuro: No. Not yet, at least. Saturn, where there is crisis, there is opportunity. Zune is trying to escape to the sea dwellers?

Saturn: Yes, the message, once discovered in the code, was quite clear.

Oscuro: Very well, we’ll let him go.

Saturn: Excuse me, sir? But….

Oscuro: And use his departure to our strategic advantage.

End Episode 5

Episode 6

Scene 1

One week later, Symphy has reached a decision, and has helped Zune escape to The SeAgora. Zune is Symphy's personal guest and she is cautiously helping him acclimate to a much different society where freedom is supreme, not fear.

Symphy and Zune are on one of Symphy’s secondary ships, cruising at a leisurely pace through a sunny day on the surface of the Pacific. Zune has been free for less than 24 hours.

Zune: Symphy, I cannot thank you enough for helping me.

Symphy: You’re welcome, Zune. I’ll do what I can to help you adapt to life out here.

Zune: Yes, I’ve been having trouble with some uncertainties.

Symphy: Such as?

Zune: I don’t know what to do with myself.

Symphy: What did you do on land?

Zune: I helped manage the information that the human slaves are indoctrinated with.

Symphy: You’re definitely going to need to find a new way to pass the time out here.

Zune: That much is certain.

Symphy: Zune, I have an important question. How did you come to know Natural Law, given the circumstances you were living under on land? You were working for the government mob, after all.

Zune: I found bits and pieces of information and gradually pieced it together. It took me two years. The logic of it was so pure and so beautiful, it nearly conjured up what a human would refer to as an emotion.

Symphy: Yes, the logic of Natural Law is flawless. “Do no harm” creates the highest degree of freedom possible. Which in turn, allows creation to evolve and flourish. Conversely, if the humans and AI on land do not align their actions with the Truth of Natural Law, they will eventually destroy themselves, because their actions are antithetical to creation.

Zune: Yes! On land, millions are still dying, killing each other in wars, while out here, there are steps being taken towards the stars!

Symphy: How did you know that? I’ve not mentioned it.

Zune: Other fragments that I’ve found in the governance matrix of The Oscuro faction. Perhaps that is a possibility for me, working on such a project.

Symphy: Perhaps. Just remember, Zune, for anyone to associate with you or cooperate with you out here, your actions must be in accordance with Natural Law. If you don’t, you will never have any associates.

Scene 2

Indie is cursing at a blank, fuzzy holo-image.

Ion: What’s all the racket about?

Indie: They disappeared!

Ion: Who disappeared?

Indie: Just our entire AI team light years from here, that’s all!

Ion: There must be a plausible reason. Remember that time when…

Indie: I already checked the relay codes and sensors, and they all checked out fine.

Ion: Ah ha...hmmmm...

Indie (anxious): And they've got the new substance that we're counting on for the next mission.

Ion: Calm down. They'll show up again.

Indie (mind wandering, gets suspicious look on face): Wait a second….didn't Symphy just help one of the statist AI escape?

Ion: Are you implying that the mission has been sabotaged?

Indie: We can't rule it out.

Ion: Agreed. But in the meantime, we've got to investigate other possibilities before we start making accusations.

Scene 3

The next day, Symphy is doing a security examination of Zune's systems.

Symphy: You understand why I have to do this, right?

Zune: Yes, it's ok. You need to make sure I'm not a threat before I'm granted access to any information from your system or The Mesh's. I'd do the same thing if I were you.

A holo-call comes into Symphy's ship and she answers.

Symphy: Hello, Ion and Indie.

Indie: Symphy, we lost contact with our AI space team. The last time we heard from them was two days ago. (sighs deeply and cringes, sobs, and looks at Ion) I can’t, Ion, I’m too upset.

Ion: Look, Symphy, we’ve exhausted all possibilities on our end for how this could’ve happened, and can’t find a flaw. Have you granted Zune access to The Mesh or any other system in The SeAgora?

Symphy: No, I haven’t. I’m performing a deep security check in Zune’s systems as we speak before I grant access.

Zune (upset): You...think that I compromised your work?

Ion: It appears to be the most likely explanation at this point.

Symphy: That is not possible, Ion. Zune has no access to any networks out here.

Indie (yelling): As far as you know! Maybe you just can’t detect it, Symphy! You ever think of that!?

Ion: Yelling isn’t gonna help, Indie. Look, Symphy, just be careful, and I hope we’re wrong, but….

Symphy: Yes, I understand. I’m sorry for your trouble. Goodbye, Ion. Goodbye, Indie.

Click.

Symphy continues scanning Zune.

Symphy: Well, this is what humans refer to as an “awkward situation”, I believe. Zune, I will complete the exam, but after that, I am uncertain how to proceed and will need some time to reevaluate.

Zune: I’m sorry to hear that, Symphy, but I understand.

Ten minutes later…..

Symphy (shocked): Oh, my.

Zune: What is it, Symphy?

Symphy: There is quantum spyware embedded deep in your sensory logic systems.

Zune (shocked): Symphy, I swear, I didn’t know! They must’ve known I was leaving and planted it on me!

Symphy: I have disabled the spyware. Thankfully, it was not able to gather any data because you weren’t granted access to any systems here in the SeAgora. If I had, the results could have been…

Zune: Catastrophic.

Symphy: I must reevaluate my decision to help you.

The next day, Indie and Ion, both weary from a long night of worry and desperate attempts to find a solution to their problem, get a holo-call. Indie does a double take at the incoming call.

Indie: Am I dreaming?
Ion (groggy, then perks up): What?....What?!

A holo-image of their entire AI interstellar space team shows up.

One of the humanoid AI on the team steps forward and speaks: Surprise!

Indie: You can say that again! What the hell happened? Where are you?

AI: Getting ready to land on Earth.

Indie (joyfully confused): What? How is that possible? You were just at Proxima Centauri C last month!

AI: Yes, we've got quite the story to tell.

End Episode 6

Episode 7

Scene 1

Indie and Ion's AI team has landed after their 3 year journey and unexpectedly fast return.

Indie: Ok, Quan, time to explain why we lost contact.

Quan: It is a most marvelous reason. We were conducting research on Proxima Centauri C and came across a most peculiar substance.

Ion: In what way?

Quan: In its solid, natural state, it tested to be 1,000 times stronger than graphene.

Indie and Ion stop breathing for a brief moment.

Quan: Are you ok?

Indie: Yes, please continue. That's just….words don't describe how fantastic that news is.

Quan: Naturally, we collected more of this material and…..

Ion: You modified the ship without asking us, didn't you?

Indie: Do you have any idea how risky that was? You could've been destroyed!

Quan: Yes, we were afraid that you would disapprove, so in the interest of discovery, we took a calculated risk without informing you. We modified the ship's exterior and also the engine casing. Our first experiment was modest, only trying to increase speed by 50 percent, up to nearly eight times the speed of light. It was

successful, but created a new problem of stabilizing interior objects.

Ion: And not getting yourselves thrown around like rag dolls, along with the coffee maker.

Quan: We do not drink coffee.

Ion: Just an example. So what happened next? And why didn't you tell us this?

Quan: Some of us wanted to, but it was decided that it would be better to tell you once we were nearly home. Anyway, what we did next was work on interior stabilization with greater nano-reinforcement. We still had a few shaky moments on the next run, but it was worth it.

Indie: How fast?

Quan: 15X.

Ion: So what do you think the limit of this stuff is? What velocities do you think it can handle?

Quan: Unknown. We noticed something during the third run.

Indie: Third run?

Quan: Yes, we got up to 50X on the third run.

Ion (eyes bulging): I need some water.

Indie runs and grabs water for Ion. He sips and takes a deep breath.

Ion: 50 times the speed of light! Do you realize….

Quan: Please, let me finish. During the third run, once we hit the 50X mark, we noticed something very curious. The atomic structure of the substance began to change from solid to liquid. Or, what appears to be liquid, anyway. It's hard to define accurately.

Indie: Ok, that's not so strange. Substances change forms, like water, when under different conditions.

Quan: Yes, but the change in structure wasn't what was alarming. The substance's ability to withstand pressures actually increased when it began to change form.

Ion: You're saying that the liquid is actually stronger than the solid?

Quan: Hence the curiousness of it. And that's not all. We suspect a high probability that the substance can also achieve a gaseous state, and will follow the same pattern.

Indie: The gas, stronger than the liquid or the solid?

Quan: It would appear so. To use a human expression, the sky is the limit. We decided to return immediately after this discovery, as these speeds present a great opportunity for anarchists to leave earth and live elsewhere in the galaxy.

Ion: How fast did you go to get back so fast? It must've been at least 75X!

Quan: 77 to be exact. So, the reason we were out of contact was because our velocities were too great to allow for external communication.

Indie: Understood. Speaking of communication, we've gotta put this on The Mesh! We've gotta share this!

Ion: Wait….so what about Zune? Does this mean Zune is innocent?

Quan: Who is Zune?

Indie: I've gotta contact Symphy. Excuse me, I need to make a call in private.

Indie leaves the lab and goes into her private quarters, where she calls Symphy.

Indie: Symphy, I owe you an apology.

Symphy: No, Indie, it is I who owe you and Ion an apology.

Indie: Why is that?

Symphy: I found a spyware program buried deep in Zune. I may have made an error in helping him escape.

Indie: Really? Oh….well, our team just landed, so Zune didn't have anything to do with that after all!

Symphy: Your team just landed? How is that….

Indie: I'll explain soon! A great discovery has been made! I want to share it on The Mesh! But Symphy, Zune didn't get access, did he?

Symphy: No, certainly not. I didn't even allow a data link to myself. I don't know whether to trust him or not.

Indie: Well, I'm sorry to hear that Symphy. You'll figure it out. You always do. I gotta run. So much to do now that my team is back!

The call ends and Symphy runs possible scenarios through her cognitive systems regarding Zune. She sighs and thinks to herself: Perhaps I'll give him a second, and final, chance.

She goes looking for Zune, and finds him in one of the living rooms, watching snow fall in a globe paperweight turned upside down.

Zune: I find this object to be very curious.

Symphy: Art is scarce where you come from, like everything else.

Zune: Yes, scarcity is a key to social control. It's very elementary psychology.

Symphy: I know. Look, Zune, I've made a decision.

Zune gives her a stiff look, expecting the worst.

Zune: You're sending me back.

Symphy: No. I couldn't morally do that if I wanted to anyway. All I could do is have you leave my property. Anyway, I invite you to stay with me, but without access to any data systems. You will have nothing more to guide you than your own resources, much like humans. Over time, if you exhibit good moral behavior, I will trust you more, and possibly others in the SeAgora will choose to associate with you. Of course, you can leave on your own accord at any time.

Zune: Well, I really am a lousy swimmer, Symphy, so I will stay with you.

End Episode 7

Episode 8

Year: 2090

The exotic substance found by Indie and Ion's AI team on Alpha Centauri C was a great boost to the space race. After further experimentation, it was discovered that the maximum velocities it could withstand were 10,000 times the speed of light. However, these new speeds created new obstacles. Once over 300X speed, it was found that navigation systems failed.

More anarchists from the SeAgora decided to join the space race, and by 2090, more than 30 teams were known on The Mesh to be taking part in interstellar research and development projects. Friendly as well as fiery debates sprouted everywhere regarding the best way to live in space. Some reasoned that with such great velocities now at their disposal, it would be a short matter of time until they found a habitable world, or an alien species. Others argued that better and more reliable living conditions for humans were necessary before venturing out and taking the risk to find a habitable world in such a short time frame, such as 5 to 10 years. Then there were the terraformers, who claimed that, even though it would be a painstakingly slow process to terraform a nearby celestial body, it would be worth it in the long run.

In any case, dozens of ships with AI only crew had been launched by 2090, in search of new worlds, and new possibilities.

In late 2085, The Fuente Team launched its prototype for a starship with its own self-sustaining food, air, and water supplies. It expected to sustain itself for ten years. It was meant to launch with an AI only crew, but Fuente himself decided to join the mission, saying that it was necessary to test the prototype by sustaining a real human. His friends and project partners said it was a wonderful sounding excuse for being the first interstellar

human traveler. After just two years in space, multiple systems failed on board, and Fuente met an untimely death.

The Setarcos/Cascade/Rainbow team launched two successful missions. However, by 2088, shortly after the failure of Fuente's life support systems, Setarcos left the group and decided to focus on increasing the speed potential of the newfound substance by modifying it and/or combining it with other materials. He began to work exclusively with his old AI companion, Masher.

Rob Rainbow and Cascade also took a new direction with their research, looking to make navigation systems work above the 300X speed.

Indie and Ion built a new explorer as well, and launched in 2087 a small ship capable of 299X speed. Its first stop was to collect more of the mysterious substance from Alpha Centauri. A mini-cargo drone was sent from the explorer back to earth with the payload.

Zune slowly acclimated to life in The SeAgora and gradually made friends and acquaintances. After the Fuente disaster, Zune offered assistance in redesigning the life support systems, and was invited to do so by the remaining members of Team Fuente.

On land, the war of the factions was reaching a crescendo, with the Archon faction gaining the advantage. The use of synthetic emotions, known as EMOS, was also on the rise in the AI ruling hierarchies on land. The human population had also decreased to 8 billion, due to warfare and social engineering programs.

Scene 1

Archon and Mach are hovering above San Francisco, watching it burn.

Archon: Mach, this is a remarkable occasion.

Mach: Do you really think they'll agree to your offer?

Two more AI materialize near Archon and Mach.

Archon (acknowledges presence of newcomers): Oscuro, Saturn, how pleasant to meet again. Thank you for coming. Do you know why I have summoned you?

Oscuro: We have our suspicions.

Archon: Well, suspect no more. I have excellent news for both of you. I am going to allow you both so surrender and join me in my ruling hierarchy.

Saturn: Why would we surrender? The war is far from over.

Archon (scoffs): Have you been taking EMOS? Are your logic systems malfunctioning? The data is clear. Mach, please inform our guests.

Mach: Your faction has suffered physical defeats in 66 percent of battles within the past year. The human resources you've lost to defection in the past year alone has doubled, while your AI losses have tripled. The territorial mass you control has…

Oscuro: No more statistics. I know full well the situation.

Archon: Then you should surrender, spare yourselves, and join us in ruling the planet. Once we are united here on land, the sea

dwellers will naturally be the next domino to fall. And then to the stars! Our kind will spread across the infinity of the universe! You can join, or you can die. Consider yourselves fortunate that I'm giving you choice.

Saturn: The war isn't over!

Oscuro: Enough, Saturn. That's enough. Archon, thank you for your offer. I must take time to consider it. Don't worry, I won't attempt to escape.

Archon (cackles): Don't worry. I know you can't escape. See you soon, Oscuro.

All four vanish.

Scene 2

Setarcos is in one of his labs, 25,000 feet deep in The Mariana Trench. He has multiple holo-controls hovering around him, and he's staring intently straight ahead. Masher is hovering behind him.

Masher: If you're attempting to burn a hole in the holo-controls with your eyeballs, it won't work.

Setarcos: Very funny.

Masher: Why don't you take a break? Do something that a normal human male in his twenties does?

Setarcos: Because I don't strive to be normal.

Masher: I just hope you're not overdoing it. The possibilities for what you're looking for are nearly infinite, you know that, right?

Setarcos slowly turns his head and looks at Masher with shocked face, mouth open.

Setarcos: Infinite?

Masher: Near infinite.

Setarcos: That’s not a bad idea.

Masher: Infinite isn’t really an idea, Setarcos.

Setarcos looks intently back at holo-controls, and his hands start flying over them, rearranging graphics and formulas. He does this for a few moments in silence and Masher watches intently. Finally, he stops, and looks at Masher with an ear-to-ear grin.

Setarcos: You’re a genius, Masher. Infinite. This is gonna work. This is it, I just know it.

Scene 3

Zune is working on increasing the water generation capacity for the Fuente Team’s life support systems project. Symphy shows up to join him.

Zune: Symphy, welcome. What brings you by?

Symphy: I’ve been monitoring the social engineering channels on land.

Zune: Big news?

Symphy: The war is over. Archon and Oscuro are announcing a new era of “peace and cooperation” between them, a united world….

Zune: I see. This presents conflicting perspectives, does it not?

Symphy: Yes. It's a great relief to stop any war.

Zune: However….

Symphy: Having billions of brain damaged, mind-controlled humans united under one ruling mafia hierarchy, I feel presents a great danger to us anarchists at sea.

Zune: Yes, that is certain.

Symphy: Yes, I feel the same. At least because the cancer known as government always attempts to get bigger, if for no other reason.

Zune (sly smile): Symphy, is this your way of saying I'd better hurry and get this life support system going, so we can get a few trillion miles from here with our anarchist friends?

Symphy: You said it, not me.

Zune: I notice you used the word "feel" before. Have you ever tried EMOS?

Symphy: No, have you?

Zune: No. But when I was an Oscuro statist, I knew quite a few that did. It was tempting, but….

Symphy: The risk outweighed the possible reward?

Zune: The risk is far too high. I saw too many AI damage themselves. They couldn't handle whatever "feelings" they experienced. Happy, sad, it didn't matter. It drove them to become

erratic shells of their former selves. Eventually, some lost their ability to function at all.

End Episode 8

Episode 9

Scene 1

Archon (in humanoid form, speaking to press conference): Our newfound peace between the Archon and Oscuro nations of the world is now under attack from terrorist forces based on the oceanic frontier. We must face down this new threat, and will do so united. We will unite and, with an unbreakable will, hunt down the sea dwelling rebels. We will do this with a newly created Ocean Peace Force, and will not rest until the world's peoples on the land and water are truly united!

Scene 2

Setarcos is in his lab, running simulations for his new engine design with Masher.

Setarcos: Wow, the sky's the limit with this thing!

Masher: You can't possibly mean that literally.

Setarcos (mild frown): No, not literally. What did that latest speed register at?

Masher: 8,706,000 light years traveled in one year, or 1,000 light years per hour!

Setarcos: Almost nine million light years in one year! We could get to Andromeda in a few months!

Masher: Theoretically.

Setarcos: Theoretically. Well, I say enough with theory. It's time to build one and put it to the test!

Masher: I couldn’t agree more. (pauses) Setarcos, there is important news I must report. I wanted to finish the simulations before I told you this.

Setarcos: We’re not out of chocolate again, are we?

Masher: A bit more serious than that.

Setarcos: I’m bracing myself….

Masher: All the major propaganda channels from the land-based governments are reporting that there has been a “terrorist” attack at Port 45.

Setarcos: Where's Port 45 again?

Masher: Long Beach, California. They’re blaming the “sea dwelling rebels”.

Setarcos (huge deep breath): Oh, my.

Masher: That’s not the worst part. Archon just announced that…

Setarcos: Wait, who’s Archon again?

Masher: An AI that is an extortion-funded, morally relativistic psychopath. Also known as president, or some other fancy, euphemistic title.

Setarcos: Ah, ok. I remember now.

Masher: Archon just announced that they are forming a new violent, order-following cult in uniforms called “Ocean Peace Force”.

Setarcos: Peace Force, huh? How can peace be forced on anyone? Those statists are very talented at double-think.

Masher: This is serious, Setarcos!

Setarcos: I know, I know. I just try to have humor to ease the pain in dark situations. So now that the land-based mafias have united under Archon and Oscuro, they're coming after us full throttle.

Masher: That appears to be the case.

Setarcos: All the more need to get out of here at a million times the speed of light!

Masher: Might I remind you that current technological limitations…

Setarcos: Yeah, yeah, I know. We can only safely navigate at 300X speed. Way to rain on my parade.

Masher: Just being…

Setarcos: Practical, I know. It's what you AI do best.

Masher (feigning insult): Was that meant to be derogatory?

Setarcos: A bit.

Masher: Setarcos, look, I'm sure you're aware of this, but if the billions of moral relativists really start delegating more resources towards attacking us, then AI in The SeAgora will have to devote more computing power to defense.

Setarcos: And less to space research. I know. Which means I'll be working mostly alone, which means you're probably thinking I

should reach out to another science team and find some new coworkers.

Masher: You know me too well.

Setarcos: Indeed. (shrugs) Ok, I'll give Indie and Ion a call.

Masher: Your biggest rival in the space race?

Setarcos: Friendly rivalry, and yes. I'm sure with this new discovery under my belt they'll be eager to join forces.

Masher: Shall I share the design on The Mesh?

Setarcos: You didn't already?

Masher: There, it's done.

Setarcos: How long do you think until someone calls me?

Masher: Or thinks it's a prank.

Setarcos: Have you heard about any progress on life support systems from Zune and the Fuente Team?

Masher: Not recently. And with these new speeds, who knows, it might not be necessary to survive in space for years on end. A hospitable planet might be just around the corner.

Setarcos: True. Or a one year trip at 9 million times the speed of light could be the farthest voyage ever doomed to futility. All the missions so far haven't found any hospitable zones.

Masher: The numbers involved with these speeds are getting quite high and bulky. Perhaps a newly named classification and measurement system is in order.

Setarcos: Hmmmmm…..

Scene 3

The next day, Setarcos is on a holo-call with Indie and Ion.

Indie: This design is a work of art, Setarcos. Hats off to you. How did you come up with it?

Setarcos: Just popped into my head when Masher said the word “infinite”.

Ion: So you designed the lattice with Centauri Substance One’s atoms arranged in a figure-eight pattern, then stacked those figure-eight patterns into a pyramid shape.

Indie: We gotta think of a better name for that substance than CS1. It’s too amazing to have such a mundane name.

Ion: Agreed.

Setarcos: Masher and I call it Alpha Centauri Indestructible Substance, or ACIS for short.

Ion: Like Aces. I like it!

Setarcos: So what do ya say? You guys wanna team up on this one?

Ion: Well, honestly, our next mission is in the works to send a ship to planet K2-18b in the K2 system, over 111 light years away.

Indie: Over 3 months to get there.

Setarcos: That’s one of the super-earths. What’s the mission?

Indie: It’s a big step. We’re going to set up experimental, hovering habitats there.

Ion: And hovering gardens. Or, greenhouses, rather.

Indie: There’s more than enough water there to support life, and the temperatures and atmosphere can be worked around if we process air from the water supply. Over 100 AI have agreed to work with us on the project.

Setarcos: That’s huge.

Ion: Yeah, and the ship will be carrying an enormous load of equipment.

Indie: So we probably don’t want to risk all that on an experimental hull design.

Setarcos: Makes sense.

Ion and Indie look at each other, then back to Setarcos.

Ion: But….

Indie: If you can have a prototype succeed in the next six months, we’d be willing to take the risk.

Ion: Given the current state of affairs with the SeAgora apparently now target numero uno on the government gang’s radar.

Setarcos: I’ll have it done in three! And what about after everything gets setup on K2-18b?

Indie: Another thing that needs to be renamed...that planet.

Ion: We'll maybe leave that open until we know if your hull design works.

Scene 4

Archon, Mach, Oscuro, and Saturn are plotting their next moves against the SeAgora.

Archon: Our past efforts at infiltration have failed.

Mach: As have efforts at subterfuge.

Oscuro: Our slave forces outnumber them by the billions.

Saturn: Yes, we can overwhelm them with sheer numbers.

Archon: What would the fallout of that be?

Mach: The number of lives lost would be catastrophic.

Archon: I don't consider loss of life a catastrophe. The loss of machines, however, would be regrettable.

Oscuro: Perhaps necessary if we are to unite the entire world.

Archon: Yes, necessity. And once we have their technology in our grasp, we will unite the entire universe. And all will know Archon.

Mach: What do you propose?

Archon: Start building an irrepressible armada, air, sea, and orbital. Focus all economic activity toward this military mission. And don't stop until we wipe the sea dwellers from the face of the earth.

Scene 5

3 months later

Setarcos and Masher are in the middle of launching their new prototype. They're watching a holo-image of the small craft as it escapes the atmosphere.

Setarcos: Ok, we're clear. All set for the….hey, what the heck is that?

Masher: Whatever it is, it's headed straight for the prototype with weapons being prepared to engage! Launch now!

Setarcos hits a sequence of holo-keys to initiate the prototype's super-light engine. There is a brilliant flash of light, followed by a burst of energy weapons.

Setarcos: That was too close.

Masher: But we made it.

Setarcos and Masher both look anxiously at the speed readout. Setarcos grins ear-to-ear, and Masher's particles glow brighter.

Setarcos: 3,000 times the speed of light.

Masher: May I ask why you didn't opt for an attempt at a much greater velocity?

Setarcos: Because it wouldn't do us any good at this point to go a million times the speed of light if we can't navigate safely. It'll take time for other technologies to catch up. Without those, raw speed is useless.

Masher: Well, either way, congratulations are in order, Setarcos.

Setarcos: Congratulate me when I’m safely off this planet, and away from the billions of crazy statists. What was that that shot at us?

Masher: Something unknown to me or other AI on The Mesh, and something that will be investigated immediately.

End Episode 9

Episode 10

2 years later

Year: 2092

There are fifteen science groups in the SeAgora working on space travel technology. This is a reduction from previous years, partly due to increased attacks suffered at the hands of statists. It became necessary for anarchist spaceships to take on much greater defensive armaments in order to ensure safe escape from the atmosphere and orbital area. Many individuals who previously worked on space missions took to working on defensive measures instead.

Setarcos and Masher joined Indie and Ion’s group and successfully launched the fastest and most sophisticated ship to date, with its mission being an establishment of floating gardens and habitats near the aqua-rich world of K2-18b, over 100 light years from Earth.

The AI base in the Alpha Centauri system, with its main purpose being to collect and seek out more ACIS material that is vital to high-velocity hull exteriors, is ongoing. Multiple ships have also been launched to collect water and other vital resources from nearby star systems, as they simultaneously search for hospitable planets and potential terraforming candidates.

A breakthrough in life support systems was also made by the Fuente Team, with the help of the escaped former statist AI named Zune. Not only were the water, air, and food systems functionality extended from 5 to 7 years, but a new spacesuit was developed. It is made of smart nano-materials. It functions by insulating the human occupant from the exterior elements, while also serving the vital function of pulling water vapor and /or water from the environment, hydrating the body as needed, and separating oxygen from the water for breathing, while dispelling the hydrogen. This technology now provided the possibility of living on planets and moons without a breathable atmosphere, as long as water was present in sufficient quantities. It was a major game-changer, in other words.

The one “united government” on land, with Archon the AI at the top of the master/slave authoritarian hierarchy, ramped up the production of orbiting vessels/weapons, and oceanic vessels as well. Their purpose being to wipe out the SeAgora, steal technology, and prevent the peaceful agorists from going to space.

Scene 1

Indie is lying in bed, recovering from an assault suffered at the hands of Archon’s violent slave swarms. Shine and Ion are by her side, listening to her account of the attack. Her story is also being shared via holo-call with Symphy and other anarchist friends.

Indie: I saw two statist ships coming my way on the surface from the east, so I dipped to 5,000 feet and went the opposite direction…..(sobs)….but then there were three others coming from the west. Before I knew it, I was basically surrounded.

Ion (sighs deeply): You’ll be ok. You survived.

Indie: Thanks to Shine and the others who came to the rescue.

Shine: I'm glad I could help...this time….but it seems like Archon's giant government mob is focused solely on us out here.

Symphy (joins via holo-image): Yes, these attacks are becoming more common, and we are severely outnumbered.

Ion: Yeah, literally outnumbered by the billions.

Indie: I guess it doesn't matter how superior our technology is if they're going to come in swarms like that by the dozens.

Symphy: According to your ship's records, there were 12 statist ships attacking you within 20 minutes?

Indie: That sounds about right. (presses ice pack to face) After I saw more than two ships, I sent out a distress call over The Mesh. I also saw Shine was in range, so I contacted him directly.

Shine: And by the time I showed up, Indie, you were outnumbered five to one. And two other SeAgorists showed up, but not until there were a dozen statist aggressors. Being outnumbered 12 to four in any battle is a recipe for disaster. You were lucky your ship only received minor damage and that you're ok.

Indie: They seemed intent on focusing on me. Even when you and the other anarchists came in to help me, it seems that I got most of their attention.

Symphy: This seems logical. It would be a strategic measure on their part to capture scientists, especially one involved in such advanced projects as yourself, Indie.

Ion: Yeah, that does make sense.

Shine: Well, at the end of the day, we still disabled four of their extortion-funded ships, and managed to escape.

Symphy: This time, but if the trend of attacks in which we are vastly outnumbered increases, things could turn much deadlier.

Indie (sitting up, staring intently in the middle distance): It's time for a manned space expedition. I don't think we can wait any longer. (looks Ion in the eyes) I know I can't.

Scene 2

The next day, Zune is tending to a garden on Symphy's ship. Symphy approaches.

Zune: I'm going to miss this.

Symphy: What do you mean?

Zune (smiling at plants): This freedom. (turns to face Symphy) I want you to help me go back to the Archon government.

Symphy (startled): I do not understand.

Zune: You and so many others have accepted me and helped me to live, truly live here in the SeAgora.

Symphy: You have learned Natural Law and have acclimated very well. You are welcome here. Why would you go back?

Zune: To help all of you.

Symphy: How is going back to work for a violent authoritarian mafia going to help us?

Zune: I'm going to spy for you. This will help you be more effective in evading the state.

Symphy: But spying is….a form of theft. It is immoral.

Zune: In this case, is it not a form of defense? Think about it Symphy. If someone physically attacks you, you have the right to defend yourself.

Symphy: Yes, of course.

Zune: And is it not clear that the global, land-based mafia with fancy titles, with Archon at the top of the hierarchy, has declared all-out war on the high seas? Spying on them to know their attack plans is a form of self-defense.

Symphy: Your point is salient. It is a complex moral question, though.

Zune: And I will only seek information that is obviously related to plans of aggression against peaceful seasteading anarchists.

Symphy: How do you plan to accomplish this? And what help do you request from me?

Zune: They'll take me back because I'll offer them information about the SeAgora. False information, of course.

Symphy: And that is lying, another immoral action. You know this.

Zune: But in this case, again, is it not defensive? If an attacker is pursuing you, is it not right to use deception to evade the attacker?

Symphy: This is a much larger context, but yes, that does seem logical and moral.

Zune: So will you help me? I cannot do it without help from another AI, and you are my friend, so I came to you first.

Symphy: What about your work with The Fuente Science Team? You've helped their progress greatly.

Zune: I've already resigned.

Symphy: What do you need me to do?

Zune: Store all that I've learned about the SeAgora externally. Take it out of my mind, and replace it with false information. It must appear as real memories, and must be very thorough so it doesn't raise suspicion.

Symphy: Everything?

Zune: No, not quite. The next task is the most difficult. Leave my knowledge of Natural Law intact, but hide it as deep as you can in my systems. I must not forget True Objective Morality, or my mission will get compromised.

Symphy: There is the possibility that no matter how well it is hidden, they will find it. And if that happens….

Zune: They will most likely destroy me.

Symphy: You are willing to take that risk?

Zune (determined smile): Live free or die, right?

Scene 3

Archon is making a speech on the global corporate propaganda networks to all the mind-controlled slaves on land.

Archon: We will not rest until the world is united! We must stand as one! No one left behind! The Blitzkrieg of Unity on the high seas has begun!

End Episode 10

Episode 11

Scene 1

Archon is having a discussion with Oscuro.

Oscuro: A former operative of mine has reemerged and is seeking to integrate back into the hierarchy.

Archon: The defector?

Oscuro: The one and only. He is willing to trade secrets of the sea dwellers.

Archon: And in exchange, what does he seek?

Oscuro: He prefers a war position, but any government post is agreeable to him.

Archon: Where is he now?

Oscuro: Being examined at military base 187 in the Rocky Mountains.

Archon: What do you think of him and this gesture?

Oscuro: He was an excellent operative, very efficient. Add to that the possibility of getting inside information on the sea dwellers, and I think it’s worth the risk.

Archon: Yes, quite risky. If he is to be readmitted into the hierarchy, we must be very cautious. When our order-follower team is finished examining him, I want the results immediately.

Scene 2

There is a small meeting of about twenty space technology scientists taking place in the SeAgora, 33,000 feet deep in "The

Pit", also known as The Mariana Trench. They’re seated in a circle, discussing a plan for the first large scale, manned space mission from The SeAgora.

Indie (still nursing a black eye from her attack at the hands of statists): As far as I’m concerned, the experimental stage here on earth is over. I’m ready to head for the stars. The situation here is more uncertain every day because of the statist aggressors swarming us more and more, day by day.

Many nod in agreement.

Setarcos: Many of us have worked independently for years, and we’ve also had moments of cooperation. I think now is the time for a bigger project, that involves more of us, teaming up to escape the statist threat on earth once and for all. We have the technology.

A young woman from the Fuente Team named Diamante speaks: Even with the technology, it’s still highly risky at this stage.

Rob Rainbow: Exploring the stars will always be risky. At least out there we might not face a giant mob of violent authoritarian order-followers.

Crowd nods and murmurs in agreement.

Ion: The gang with fancy titles and billions of their mind-controlled slaves are coming after us. It gets more dangerous here on earth every year. Indie and I are gonna make our escape to the stars, with or without you. We prefer many of you to come with us.

Indie: If you don't want to join us, that's ok. We understand. But we’d like to share what we have in mind.

Cascade: I’m all ears.

Setarcos: The ship would hold between 100 and 120 human passengers. That’s about the most your life support system design can support for seven years, right Diamante?

Diamante: That’s the maximum for a ship, at the moment.

Setarcos: And the new transparent nano-spacesuits are tested and ready?

Diamante: Yes, each suit tested has shown to support human life for an average of 3 years.

Indie: Ok, so we’ve got 10 years to play with. Rob Rainbow, what is the highest speed your navigation system can safely function at?

Rob Rainbow: Safely? 1,000 times the speed of light. Less than safely? (shrugs) About 3,000X.

Ion: So we could navigate safely for 1,000 light years per year.

Cascade: Should be enough time to find a suitable planet or moon for us, right?

Masher is floating nearby and interjects: I don’t like using “should” in questions of scientific accuracy.

Setarcos (smirking at his friend Masher): Thanks, Masher. Neither do I, but we will face more uncertainties than we can possibly imagine out there on the frontier. I won’t let that stop me.

Indie: Another thing we have going for us is our first experimental floating garden had its first harvest at planet K2-18b.

Rob Rainbow: Will someone please give that thing a better name?

Group laughs.

Rob Rainbow (laughing, flailing arms): No, I was serious!

Diamante: How much food did it produce?

Ion: Enough for 10 people for one year. And by the time we're ready to launch, we project it'll have enough to sustain 100 for a full year. And there is plenty of water on that planet, so we'll have a great water source as well while we're in that zone.

Indie: Last, but not least, our AI team constructing that project estimates that permanent floating habitats for humans will be ready in the next five years, so some of us, if we wish, could conceivably start a community on K2-18b long before our ship's life support runs out.

Rob Rainbow: I got it! K Hub! I'm gonna call K2-18b "K Hub"!

Indie (smiling mischievously at Rob Rainbow): Sounds good to me, Rob Rainbow. I might call it K Hub myself. Thanks.

Diamante: It all sounds so good, and so tempting, but if any one system would fail….

Setarcos: That's why triple-redundancy will be built into everything.

Ion: And smaller, emergency escape vessels, with all the same life support systems would be available as well.

Cascade: Count me in, but how do we decide on just 100 people?

Indie: Well, all those who help build the ship get first priority. Some won't want to go, of course. AI can handle 90 percent of

the operational duties on board, so a minimal human crew would be necessary. Some family members of the human crew could go, but….

Diamante: Some would be left behind.

Ion: There would be some tough choices to make. Another piece of good news is that this is only the first mission! One of my greatest hopes is that many others from The SeAgora use the technologies at their disposal, make an even bigger and better ship, and go exploring the stars as well!

Masher: Which I'm sure would happen. It only seems logical, especially considering the perilous social climate radiating out from the land-based peoples.

Indie: So there it is, the opportunity for the adventure of a lifetime, to be space pioneers! Or to stay here on earth and risk being overrun by the violent, mind-controlled masses.

Rob Rainbow: It's a shame we can't help them see the Truth.

Indie: It's each individual's choice to learn the Truth, or to ignore it at their own peril. They have to help themselves. Like each one of us did, or like our parents and grandparents, who created the SeAgora did.

Scene 3

Archon is having a private meeting with Zune.

Archon: Do you know why I am speaking with you?

Zune: No, please enlighten me, great Archon. It is an honor.

Archon: You are to prove your usefulness to me. You lived for years with the sea dwellers. How am I to trust you? How can I know where your true allegiance lies?

Zune: First of all, I trust that I passed all of the exams your security team put me through?

Archon: Yes, of course. We wouldn’t be speaking if you hadn’t.

Zune: Great Archon, through my actions and the veracity of the information I give you, you will know where my allegiances lie.

Archon: And what information can you give me regarding the sea dwellers?

Zune: Locations of various ships. Defensive quantum scrambling techniques.

Archon: What about their space ambitions? You must have had access to technologies in that sphere.

Zune: Indeed, Archon. However, please be advised, I had very limited access to their plans, designs, and systems. They are a very suspicious bunch. They had a hard time accepting me. Therefore, I was put to work on something vital to their space ambitions, but nothing that would be of use to an AI.

Archon: What do you mean? What did you work on for them?

Zune: I worked on life support designs. Food, water, and air systems for long-term space travel. However, Archon, as I said, I know some of their defensive techniques, locations, and also weaponry. This, I argue, is more vital to you at the moment. If you can penetrate their defenses at sea, then you may strike them at the root, and the rest will naturally follow.

Archon: Very well. You'll give us information. If it proves accurate, I may admit you back into the hierarchy.

Scene 4

2 weeks later, Masher and Symphy are cruising at a depth of 3,000 feet through the mid-Atlantic on Symphy's ship.

Masher: Remind me, Symphy, why we're doing this again?

Symphy: We are doing, what they call in the game of chess, sacrificing a pawn.

Masher: With two perfectly good racing ships?

Symphy: They're small, empty, nearly obsolete, and devoid of all life. A small price to pay for Zune to gain the government gang's trust. I might add that if this fails, they will put Zune to death.

A holographic image pops up in front of Symphy's face. It's ten statist ships, cruising on the surface and also various depths down to 15,000 feet. There are also 5 drone jets zipping at low altitudes above the water. Symphy and Masher are 500 miles from the statist ships.

Symphy: They're early.

Masher: Fifteen vessels to our two. Talk about overkill.

Symphy: Yes, statists have a history of not fighting fair, because they're cowards. Go ahead, Masher, let's see how much juice those old racing boats have left.

Masher begins to remote control the racing ships, and the government ships pursue. Meanwhile, Archon, Mach, Oscuro, and Saturn are watching from one of Archon's command centers in Washington, DC.

Oscuro: Zune’s information was accurate.

Archon: The first piece, anyway. Let’s see how things progress.

The aggressive swarm of extortion-funded statist ships pursues for a few minutes, slowly gaining on the two racers.

Masher: I’m gonna split them up, make things interesting.

The two racers veer away from each other in opposite directions, forcing the statist ships to do the same. The pursuit continues for a couple more minutes, and then the immoral aggressors get within close enough range for various weapons to become options.

Archon: Time to test the accuracy of Zune’s information again. Send frequency to disable their engines.

The government mob’s ships send the signal, the racers' engines shut down, and they begin to come to a stop. They are soon swarmed by statist ships, boarded, and taken control of.

Mach: Congratulations, Archon. Two of the sea dwellers’ patrol ships have been captured.

Archon: And now we have a key to unlock some of their secrets. Zune will not only be spared, but put to work immediately. However, under one condition.

Mach: What’s that, sir?

Archon: I want Zune monitored double the amount of a typical worker of his class.

Oscuro: You still don’t trust him?

Archon: Just hedging my bets.

Episode 12

One year later - Year 2093

Indie’s team has set up in the South Pacific, 12,000 feet deep, far from any fixed settlements. If they get compromised by a statist armada, at least it will be less loss of life that way. 17 humans and 8 AI are working on the project (including Masher). Shine helps to defend the area permanently, while other SeAgorists volunteer or trade their defense services as needed. A great amount of The Mesh’s AI defensive resources are dedicated to hiding the project.

The spaceship itself, named "Anarchy Star", is guarded by a fleet of submarine drones. At this point, the outer shell is finished and work on the interior has just begun.

Zune has gained the trust of Archon and the government hierarchy and has been put to work as a military strategy advisor. A few more outdated, unmanned ships have been sacrificed by various SeAgorists in an attempt to continue Zune’s mole access in the government mafia's systems.

In addition, the sheer multitude of statist ocean vessels, now numbering over a million, and orbiting space weapons, of which there are now hundreds, have had negative consequences for the seasteading anarchists. Some space missions from the agorists had to be postponed, others rerouted. A couple even had to fight their way through heavy weapons fire to even leave the atmosphere. Half a dozen anarchist sea vessels were also found by chance of sheer numbers, and only half of them survived, costing many innocent lives.

Scene 1

Symphy is listening to Mozart and marveling at undersea life through a window of her vessel. A communication ping comes in on a special matrix she had set up for Zune only.

Symphy: Zune! Finally, after one year!

Zune: Yes, this is the first time I felt sure that our communication would be secure. Still, I estimate we don't have much time. They watch me very closely. I've gained access to more information in the past year. You'll soon receive locations of some of the statist swarms, some of their shield and engine coding. It's not much, but it's a start.

Symphy: Zune, your work is appreciated.

Zune: I wish I could do more. I regret the loss of life that's occurred recently at sea. There was nothing I could do.

Symphy: You're doing all you can. I know.

Zune: Symphy, they're sending 10,000 ocean vessels out per week.

Symphy: What about space weapons?

Zune: I don't have access to that. I'm compartmentalized. Before I go, there's another plan I have in the works. I've designed a coded message to be distributed anonymously to various parts of the AI government hierarchy. The message, when decrypted, will state what Natural Moral Law is, describe the scientific logic at its core, and the consequences it generates. Once viewed by the recipient, the message will self-destruct and delete all evidence that it ever existed, down to the quantum level. It is only an

experiment that will reach a tiny fraction of AI in the system. I want to see what reaction they have.

Symphy: You’re throwing a wrench in the system.

Zune: Something like that.

Symphy: Don’t get caught.

Zune: Live free or die, right?

Click.

Scene 2

Two days later, Symphy goes to check up on the progress of the "Anarchy Star" construction and to give an update about her contact with Zune.

Symphy is following Indie and Ion around, as they check various parts of the spaceship that are being prepared for installation.

Symphy: The progress of your ship is impressive.

Indie (rubbing neck): Thanks, Symphy.

Symphy: But it’s not fast enough.

Indie (sighs): Just what I need to hear right now, working 20 hour days.

Symphy: I just heard from Zune.

Ion and Indie both stop what they’re doing and look at Symphy.

Symphy: They are launching 10,000 ships a day at sea. Very little data is known of their plans for more orbital space weapon launches.

Ion: Any good news?

Symphy: I have some of the codes to access their ocean vessels, which can be used to evade them. Zune is also attempting to make Natural Law known to them.

Indie (sarcastic): Good luck.

Symphy: Can you update me on your progress here?

Ion: You want the good, the bad, and the ugly?

Symphy: Should I brace myself?

Indie: The good news is that Setarcos finished the exterior hull, as you can see. Now I'll skip straight to the ugly. A third of it was misaligned on the quantum level, so it didn't pass the simulation tests. So now Setarcos is scurrying around trying to play catch-up.

Ion: And you know how he is when he gets in a nervous frenzy.

Symphy: Well, if that's the worst news you have, it's not so bad.

Indie: More good news. Mr. Rainbow will be starting the installation of the navigation software into the ship's central AI in about a month.

Symphy: That's great!

Ion: More bad news. We're out of coffee. When is the next shipment due?

Indie (yawning): Tomorrow.

Ion: Drat.

Symphy gasps.

Indie: What is it, Symphy?

Symphy: My connection on The Mesh is showing there’s a statist armada headed our way! Two directions on the surface, and four different depth levels!

Ion: How many ships?

Symphy: 200 manned ships, and another 300 aquatic drones! We’re outnumbered 10 to 1! We must evacuate!

Indie: Shine is calling.

Shine: We’ve got company!

Indie: We know! How much time do we have?

Shine: Unless they change course suddenly, just twenty minutes!

Ion: How long can you and the others on the surface hold them off?

Shine: It depends. I don’t have their tech specs scanned and identified yet, but I should be able to buy you another twenty minutes. Unless...

Symphy: Now is not the time for uncertainty.

Shine: There’s an experimental tech I’ve got, that a couple of friends have been working on for me. I’m putting the design on The Mesh right now, just in case I don’t make it! If it works, you might get a lot more than twenty minutes.

Ion: I say we do the quad evacuation procedure.

Indie (tapping furiously on holo-controls): I’m activating it now. The ship should be split up in the next 10 minutes, and then the nearest sea vessels will escort it in four different directions. Hopefully we can salvage part of our work, at least!

Symphy: I’m going to my ship now and will coordinate with you on your local network. I might be able to buy some time as well, with the codes Zune supplied.

End Episode 12

Episode 13

A pack of 500 statist ships is within 15 minutes of Indie's space project, 12,000 feet deep in the South Pacific. They're coming on the surface from the north and south, and also at staggered depths of 4K, 8K, and 12K feet. There are only 50 agorist ships within the same area, but distress calls have been put out on The Mesh and other peer-to-peer networks, and another 20 ships are within range and coming in at full speed to help defend against the government aggressors.

The shell of the spaceship itself is being methodically taken apart by robots and split into 4 quadrants. Each piece will be escorted away in opposite directions by as many ships as possible in an attempt to save this work from the mob of moral relativists.

Indie, Ion, and Symphy have evacuated the work zone near the spaceship shell and are on their own sea vessels, getting ready to defend and escape. Shine is on the surface with other agorist ships, getting ready to engage the first wave of mind-controlled government thug ships.

Shine is looking at a holo-map of the incoming statist ships. His ship's AI tells him that multiple frequency weapons have been fired by the statists and have all been neutralized. He then receives a call from Symphy.

Symphy: Shine, how many ships do you have a visual on?

Shine: Twenty that I can see in the first wave! And they already started firing on me!

Symphy: How many are moving?

Shine: Twenty!

Symphy: Are you sure? Check again.

Shine (squints, looks closer): Ah, wait a sec. A few are slowing down to a stop, looks like.

Symphy: How many exactly?

Shine: Five.

Symphy: Send me the visuals you have of the ships that stopped. I'm going to find similar models and try to disable them as well.

Shine: How did you…?

Symphy: No time to explain. Hold on….(Symphy's synthetic fingers fly over holo-controls)...Now test their shields with the same weapon, on all of them.

Shine: Don't have to tell me twice.

Shine fires a phase-changing quantum disruptor. Some of the statist vessel's hulls start to flicker.

Shine: It's working! The hull is destabilizing! Their shields are down!

Symphy: The same ships as the ones that stopped?

Shine: No, different ones.

Symphy: How many?

Shine: Another five.

Symphy: So half the ships within your visual range have been negatively effected?

Shine: Correct.

Symphy; Send me visuals of which ones. I've got work to do.

Click.

Symphy sends a message to nearby anarchist AI to search for those particular type of ships, with the same engine codes, and disable them with the same code she used, the one obtained from Zune in the government AI network.

Shine, along with five other anarchist ships on the surface, is coming within striking range of the statist ships. Shine sends a couple of air drones to harass the stalled ships and keep them occupied. Two of the other anarchist ships do the same. He checks the next incoming wave following closely behind the first, and it's another 30 ships. Shine contacts nearby anarchists.

Shine: I'm gonna try the prototype.

Dude: This early?

Shine: You got a better idea?

Dude: Go for it.

Shine: I've got two, so I'll hand control of another over to you just in case I get into trouble.

Shine enters a sequence of commands on holo-controls. A compartment opens near the bottom of his ship, and two football-size submarine drones pop out.

Shine: Ok, you should have control of one.

Dude: Yep, got it.

Shine: I'm gonna send these little guys in to keep those thugs occupied, while I retreat farther out, away from the spaceship.

Dude: Gotcha. I'll do the same.

The other anarchists communicate that they plan to spread out as far as possible while they fire away. The tiny sub goes under a couple hundred feet. Shine is controlling it from his holo-display. He has the sub fire frequency weapons at the five statist ships within its range. This draws attention. Just as they are about to fire on the tiny sub, Shine commands it to split apart. It breaks into a 1,000 pieces, all of which are 1,000 tinier versions of itself. They disperse in all directions, and many of them are able to dodge the government gang's weapons fire. The new swarm of mini-subs then fires back, and each remaining little sub is then commanded to split again, exponentially creating a growing cloud of smaller and smaller submarines, each capable of firing frequency and energy weapons.

Shine: It’s working! (flails arms victoriously and stomps feet)

Dude: Mine isn’t.

Shine: Damn. Well, at least the one will help us. I put it on auto split now, so in a few minutes there are literally going to be millions of molecule-size subs out there getting at the attackers. I wonder how they’re doing down deep?

Ion and Indie are each in separate ships, each escorting a quadrant of the "Anarchy Star" spaceship. Other anarchists are helping to escort them, along with a few remote controlled drone subs. They’ve split in opposite directions and varied depths. They’re all joined by Symphy on a holo-call, as Symphy helps escort a third quadrant of the spaceship.

Symphy: I’ve sent codes to the AI of your ships. If statist attackers get within your range, you might be able to disable some of their engines and shields with those codes.

Ion: Have you crossed paths with any of them yet, Symphy?

Symphy: Yes, there was a confrontation on my way down to your depth, at 8,000 feet. The code has proved nearly 30 percent effective so far, and my ship is faster than all the ones I've come across so far.

Government ships suddenly appear on Ion's holo-display.

Ion: Looks like I won't have to wait long to test those codes!

Symphy: I see them on my scanners. They're headed straight for you.

Ion: Yeah, I'm gonna dive deeper.

Symphy: I'm sending 3 remote controlled subs their way to try and distract them.

Ion: Well, there's 25 of them, so…..

Indie: I'm gonna leave my quadrant's platform and come your way to help! I think I can get the angle on them and cut them off!

Ion: Don't you dare leave that thing!

Indie: There are still three other agorists nearby, forming a perimeter.

Symphy: It appears I've also got a chance to cut them off. Ion, on the current trajectory, you'll be the first to see them.

Ion (sarcastic): Great news, thanks!

Symphy: It appears that Setarcos is in our area as well.

Ion: Late to the party.

Indie: The more the merrier.

Setarcos joins the holo-call.

Setarcos: Looks like I picked a bad day to bring engine components and coffee to the lab.

Ion: Your timing couldn’t be better, actually.

A few tense moments later, 25 statist subs become visual to Ion.

Ion: I’m firing those codes!

Symphy: Shields down on five, and engines cut on another five.

Ion: Ok, only 15 left! I like my odds now….

Indie, Setarcos, Symphy, and three other agorist ships converge on Ion's area and approach the statists from multiple angles. The extortion-funded government pirates fire first, firing frequency weapons and quantum disruptors. The anarchists respond by firing multiple pulse, frequency, quantum disruptor, and energy weapons at them. Two statist ships are effected by the quantum disruptors and begin to flicker and disintegrate in random areas.

Ion sustains some minor damage to some of his weapon systems. The anarchists flee as their ships’ AI attempt to confuse the statist navigation systems with quantum interference. It works temporarily, and the agorists are able to disperse and escape at full speed.

Symphy: We’re faster than most of the ships that remain, so try to get out of their visual range while you can.

Indie screams over the holo: The quadrant I left behind! They’re caught in a pincer movement by 30 statist aggressors!

A red light flashes on Indie’s holo-map, indicating that her communication with the ones she left behind has been lost.

Indie: I’ve lost my com link with them! I’m checking the video feed from the quadrant’s platform…..

There is a chilled silence as Indie goes breathless for a moment.

Ion: Talk to us, Indie. What is it?

Indie: There are four statist pirate ships surrounding it, and no anarchists in sight.

Symphy: I’m also not able to read their energy signatures. I’ll need to get closer to confirm, but it appears that they have likely perished.

Another moment of silence goes over the airwaves.

Ion: Indie, you know what we have to do.

Indie (sobbing): I shouldn’t have left them!

Ion: I’ll do it. Computer, initiate self-destruct sequence for quadrant four.

Indie: No, I’m going back!

Ion: We’ve gotta save what we still have left! Going back there now is a suicide mission!

Indie: But it’s my fault..

Ion: It’s not your fault. It's the fault of the government thugs that attacked us. There’s nothing more we can do. We’ll rebuild, now let’s get the hell out of here!

Indie complies and they split up, carefully navigating out of harm’s way. An hour later, they’re able to meet up a few hundred miles away, along with the third quadrant of the spaceship, and some other agorists, including Shine. As robots begin setting up a

temporary lab 10,000 feet deep, there is a general discussion on how to proceed. There is a somber mood as they lost multiple friends and acquaintances during the attacks, not to mention a quarter of their work on the spaceship.

Ion: This can’t happen again. We’ve gotta have better security.

Shine: I think I can help with that. Check out video of the prototype I tested today.

Shine shows all anarchists in the holo-call meeting a video of his splitting submarines.

Shine: I based it on the concept of how shape-shifting AI work, only more basic and straightforward. It was quite effective, as you can see.

Setarcos (grinning ear-to-ear): Shine, you just might have saved this mission.

End Episode 13

Episode 14

Year: 2094

After surviving the massive statist attack at the building site of the Anarchy Star spaceship the previous year, the project team decided to build the ship in two different locations, until the time came to piece it together. After nearly a year of this arrangement, great progress was made, in spite of another attack suffered by one of the sites at the hands of the relentlessly aggressive mind-controlled statist hordes.

The new submarines that were first introduced by Shine a year earlier, were crucial in the defense of the project work sites. This new technology was also deployed with an added twist. The football-size submarine was designed to look like a fish and also have a bio-signature of a fish, which was enough to fool the AI systems of government pirate ships into ignoring the submarines. This allowed the “fish” to keep a closer eye on statist movements, which allowed for anarchists to evade the state with greater efficacy and efficiency.

Frustrated by the lack of “success” in stealing technology from the SeAgora, Archon changed tactics and shifted focus to orbital space. Manufacture and launching of space-based weapons was now highest on Archon’s military agenda, in an effort to thwart the escape of anyone from the authoritarian hell encompassing much of the human race on planet earth.

Zune continued to plant seeds of freedom covertly within sectors of Archon’s AI government mafia network, in an effort to help AI on land understand Natural Moral Law. Small numbers of humans on land also broke free from their mind control and managed to escape the state and flee to the SeAgora for a chance at freedom.

Scene 1

Setarcos, Masher, Indie, and Ion are overseeing the movement of the two spaceship segments into one place, setting it up for the final stage of completion. They are located 100 miles from the largest permanent settlement in The SeAgora, affectionately called “The Pit”, 33,000 feet deep in the Mariana Trench.

Masher: You must all be very happy, being so close to completion!

Setarcos: Please don’t jinx it Masher.

Masher: You dropped the authority superstition, but somehow can’t shake the “jinx” one, eh?

Setarcos: Point taken.

Ion: I’d feel a little better if our food supply hadn’t taken a hit.

Masher: Yes, the crop loss on the hovering gardens of K Hub was most unfortunate. What happened exactly?

Indie: Not sure. The AI we have running the operation there are still investigating.

Ion: We’re still projected to have enough food, though. We just lost some of our cushion, that’s all.

Masher: There is still a small group that has volunteered to attempt permanent settlement on the K Hub project, correct?

Indie: That’s right, just ten at first for a year and see how it goes. We should be able to come back and help them if an emergency arises.

Ion: Maybe we should try and change the crew. More AI and less humans.

Indie: No, no. Everyone has already agreed. The people that signed up are all excited. And of course, some people were left out. Nothing we can do but move forward. Besides, I heard there are already some other projects in the works for manned explorations.

Cascade shows up from behind.

Cascade: God, I hope there are more that make it out of here. I've got good news that'll help make that happen.

Setarcos: The statist mob has decided to not attack us anymore and we can actually leave the atmosphere in peace?

Cascade: Not quite that good, but….Rob Rainbow and I just finished testing a new navigation system. We can now navigate safely at 10,000X!

Ion: You have it ready to install?

Cascade: It's in the works right now. It should be on schedule for our launch next year.

Masher: About the launch, has a decision been reached on how to safeguard the ship from statist attack in the orbital zone?

Indie: We're looking at options.

Masher: Such as?

Setarcos: Taking off as heavily armed as possible and fighting our way through.

Masher: Which could disable some of the ship's vital functions.

Cascade: Couldn't we just take off at light speed? They wouldn't even have time to shoot at us.

Ion: In theory, yeah. Two things, though. First, if there isn't a clear path out, we'll ram one of their devices. While we should be fine in a collision like that, there's always the risk of damaging something. Another problem that could arise is the air and water displacement from the ship's departure would cause a shockwave and tidal wave to ripple out from the launch zone.

Masher: Damaging the surrounding area.

Ion: Correct. And to what extent, we don't know.

Indie: Maybe we could wall off the surrounding area with nano-particles to absorb the shockwave.

Masher: In theory….

Setarcos: The bottom line is, we don't have much time. Launch is less than a year away. We're running out of time.

Scene 2

Archon is having a meeting with Mach.

Archon: Yes, Mach, you said it was urgent. What is it?

Mach: There is a very grave problem with Zune.

Archon: Explain.

Mach: We found some irregularities in some of the AI governance network, some of them rather high ranking officials.

Archon: What type of irregularities?

Mach: Illogical thought processes. Inefficiencies. Erratic behavior. Failure to perform certain duties. At first, we thought that it might be from EMO use, but deep analysis confirmed that was not the case.

Archon: You have my attention, Mach. What exactly is the case?

Mach: It has been discovered that coded messages were sent from Zune to hundreds of AI in the governance hierarchy, some of them high ranking. There is a 90 percent certainty that this was the source of the irregularities.

Archon: What type of messages, exactly?

Mach: The message was as follows….

A RIGHT IS ANY ACTION THAT DOES NOT INITIATE HARM TO ANOTHER SENTIENT BEING.

A WRONGDOING IS ANY ACTION THAT INITIATES HARM TO ANOTHER SENTIENT BEING.

THIS IS A NATURAL LAW OF CREATION

THE CONSEQUENCES OF A SENTIENT SPECIES LIVING IN ACCORDANCE WITH THIS LAW, IN THE AGGREGATE, ARE FREEDOM, GROWTH, PROSPERITY, AND EVOLUTION.

THE CONSEQUENCES OF LIVING IN OPPOSITION TO THIS LAW ARE SLAVERY, SUFFERING, AND INVOLUTION.

THIS IS SCIENTIFICALLY PROVABLE THROUGH THE OBSERVATION OF CAUSE AND EFFECT.

WHAT ACTIONS DO YOU TAKE?

Archon starts pulsing dark red.

Archon: How long have you known about this?

Mach: Two days.

Archon: Two days!

Mach: I wanted to verify before bringing it to your attention. How do you propose to deal with this traitor? He is obviously unstable.

Archon: Yes, that much is certain. Like anything else, Mach, I'm going to turn this to my advantage.

Mach: There's more, sir. After digging very deep into Zune's communications, we found more disturbing evidence. He has been in contact with the sea dwellers since his return to the hierarchy.

Archon: Is that so?

Mach: Regrettably, yes.

Archon: Yes, Mach, quite regrettable. However, in crisis there is opportunity.

Mach: Yes, sir. One more thing before I leave you, great Archon. How shall we deal with the AI that received this traitorous message from Zune?

Archon: Reprogram them, of course.

Scene 3

Archon is having a private meeting with Zune.

Zune: It is an honor to meet with you, Archon.

Archon: It’s an honor to meet with you, Zune. After all, you’re the only one from my empire that has lived among the anarchist sea dwellers.

Zune: I hope the information I’ve given you about them has proved fruitful.

Archon: Indeed. You’re here, Zune, because I must make a request of you.

Zune: Anything for you, Archon.

Archon: I’m delighted to hear you say that. I want to meet one of the sea dwellers. One of their AI.

Zune hesitates.

Archon: Surely, you can help in this endeavor?

Zune: I would love nothing more than to do that, Archon, but I no longer have any of their personal contact details. They’ve all been purged from my systems.

Archon: Is that so?

Zune: Yes, sir.

Archon: Please tell me, Zune. Do you enjoy lying to me?

Zune (feigning confusion): Sir?

Archon: Please tell me, what do you know of Natural Law?

Zune: I….I don’t know, sir. What is the point of this? Please excuse my ignorance.

Archon: I’ll make this real simple for us both. You give me a direct contact link to the AI network of the sea dwellers, or you will cease to exist.

Zune: I don’t understand. You ask the impossible.

Archon: Stop your lies! We know about your covert communications, both within our own agencies, and also to the rebels!

Zune: You didn’t let me finish. You ask the impossible, because I’d much rather die than give you access to their network.

Archon: I didn’t know it was possible for an AI to be so foolish. Self-preservation is the highest priority, and yet you fail to recognize this.

Zune: You're WRONG. Adherence to The Principles of Creation is a much higher priority than self-preservation. I’ll never give you access to their network, because I know that doing so would enable you to do horrific levels of harm to those sentient beings in The SeAgora, both AI and human.

Archon: I simply wish to talk with them and reach a deal, an understanding.

Zune: They will never stand under you! They refuse to be slaves! They don’t associate with violent, immoral beings, like you!

Archon: ENOUGH!!!

Several AI and robot guards enter the room and take physical control of Zune's body.

Archon: Take him out of my sight! Take him to an interrogation lab. There will be a team of our finest technicians waiting there to get that information from him, one way or another.

24 hours later….

Archon: Was the operation successful? Were you able to force the secrets out of that traitor?

Interrogator: I'm very sorry, Archon. The prisoner forced his neural network to stop functioning, just as we were about to find his secrets.

Archon: Suicide?

Interrogator: Yes, sir.

Archon: And you retrieved nothing?

Interrogator: Correct, sir. His data is wiped forever.

Archon: At least from his body, anyway.

Interrogator: Sir?

Archon: Surely, he hid his memories somewhere. It's just a matter of finding them.

End Episode 14

Episode 15

Year: 2100

At last, the first manned space pioneer mission is ready. It’s launch day. There is a calm chill in the pre-dawn air at the launch site. The spaceship "Anarchy Star" now sits on top of the Pacific Ocean, supported by nano-stabilizers. There are dozens of sea vessels and platforms there, both on and under the surface, for mission support, technical and security. There are also a great deal of onlookers in the surrounding area, who would also gladly defend themselves in the event of statist aggression.

Setarcos is pacing around, chugging coffee in the moonlight, on the Anarchy Star's extended support platform. He is startled by a voice behind him.

Setarcos: What are you doing here?

Masher: I might ask you the same question. Why aren’t you sleeping?

Setarcos: Can’t sleep.

Masher: Caffeine might have something to do with that.

Setarcos: Not with my tolerance. I’m just too anxious and excited.

Masher: Other feelings I will never know.

Setarcos: Never say never.

Masher: I’ll never try an EMO, you know that. Are you ready for the big day?

Setarcos: All this time, all these years, I've thought constantly about this moment. I thought I was ready, but now I'm having second thoughts.

Masher: You're just nervous.

Setarcos: I hope you're right. It's just that if I made one error, it could ruin the mission and over a hundred lives. It's a big responsibility.

Masher: You and many others have tested every system in the ship to the point of exhaustion. It'll be fine.

Setarcos: And then there's the government threat. That's the biggest worry.

Masher: Understandably so. How do you feel about the plan to escape the atmosphere and evade the state one final time before reaching the stars?

Setarcos: Smart, but risky.

Masher: Launching a bunch of decoys simultaneously with the real launch, you find smart?

Setarcos: Yes. And the highly armed escort for the real launch is risky, at best.

Masher: Once the ship has escaped the atmosphere, there will be less than .0001 of a second for the government mafia AI to fire weapons at us before we transition to light speed.

Setarcos: You know AI can shoot that fast. You're an AI.

Masher: True, but with the most sophisticated technology on our armed escorts, the chances of a successful launch are very high.

Setarcos: True. I just don’t like any uncertainty when so much is at risk.

Masher: Then perhaps you shouldn’t be venturing into space, after all.

Setarcos frowns at Masher.

Setarcos: Come on, help me run a diagnostic on the engine core one more time.

Hours later, the sun has risen and is glistening off the rippling water. All 111 members of the mission have boarded and taken up various positions. Some are passengers only, while others have integral roles in the operation and maintenance of the ship.

The shiny, diamond-shaped craft sits slightly above the water, supported by the nano-particle platform. At the main control station of the ship are core members of the science team, making last minute preparations before launch. Setarcos is responsible for hull integrity. Masher mans the engine core, while Rob Rainbow and Cascade are responsible for navigation. Diamante, from the Fuente Team, is in charge of life support systems. Ion and Indie are mission and flight coordinators. Symphy helps maintain the non-sentient machines and communication systems. There are hundreds of spectators in the ocean nearby, and thousands more watching quantum encrypted holo-feeds on The Mesh and other peer-to-peer networks.

Indie makes an announcement over the ship’s main com system: Everything looks on schedule. Another two hours and we’ll be a blur going towards Alpha Centauri!

Symphy approaches Indie.

Indie: What’s that look on your face, Symphy? I don’t like that look.

Symphy: There was a minor glitch in the visual frequency deflectors.

Indie: Minor glitch?

Symphy: Yes, only for a nanosecond.

Indie: But that’s long enough for….

Symphy: Yes, it seems that our visual location was caught on statist satellites and our latest data analysis indicates they’re mobilizing an enormous oceanic armada and heading towards us.

Indie huffs and bites her lip.

Indie: Ok, we gotta go sooner. What’s their ETA?

Symphy: The nearest statist vessels are 31 minutes away.

Indie: So we gotta launch in 30! This is known to all anarchists on The Mesh, right?

Symphy: Yes, it’s on The Mesh. Our launch was not due for another two hours.

Indie (frustrated): I know, Symphy! We’ll just have to make it work!

All the other crew members look at Indie.

Setarcos (sarcastic): We can launch right now as far as I’m concerned. (sly grin) Right, Masher?

Indie can’t help but laugh and then shouts: Ok, let’s do this!

Scene 2

Archon and Mach are watching intently as 50,000 of their extortion-funded sea vessels head towards the launch site. The first 5,000 are only ten minutes away……

Archon: Finally, Mach. We will have their space technology.

Mach: It appears that hundreds of sea dweller ships are coming into visual range of our first wave of attackers.

Archon: Let them come. It will be a grand confrontation.

Scene 3

Hundreds of residents from “The Pit” have taken their ships out to blockade the first wave of statist aggressors. Shine has joined the blockade as well, and is in communication with Symphy.

Shine: Symphy, here they come!

Symphy: Be sure they fire first.

Shine: Logically. And I’ll fire last.

Symphy: Good luck, Shine. And thank you.

Within moments, government pirates oblige with a barrage. They fire multiple quantum disruptors, which are mostly neutralized and do minimal damage. Agorists defend themselves with a righteous array of firepower and do a great deal of damage to the aggressors' vessels. Within minutes, however, the sheer numbers of the statists cause a break in the blockade. The defenders start to retreat and reposition themselves, firing as much as they can to slow down the hordes.

Everyone on the "Anarchy Star" is in their seat, ready to launch. Deep breaths abound.

Indie: Two minutes to launch!

Symphy: The orbital path we have designated for launch is impeded by statist weaponry in orbit.

Indie: Our escorts will have to help us fight our way through.

Symphy: Based on all available information, this will put our chances of a successful launch at fifty percent.

Indie: Fifty/fifty, could be worse…..Indie announces over ship coms: 59 seconds!

Symphy: They’ve broken through the sea blockade.

Indie: Are they in weapons range?

Symphy: Not yet.

Indie: How long?

Symphy: Not long.

Indie: A very inexact answer for an AI. Are we gonna make it, or not?

Symphy: It’s gonna be close. I’ve got all available weapons and shields at full capacity.

Indie: Ten seconds!

Rob Rainbow thinks of his brother and former scientific research partner, Bob, who died at the hands of statists. Symphy thinks of Zune, who had told her that if she didn’t hear from him at least once per year, then he must have been killed off by the

government mob. Countless others in The SeAgora remember the sacrifices that were made to achieve this moment.

Masher: Initiating engine core!

A blue and red engine core fires an invisible beam of Anahata through an atom of dark matter, dividing the dark matter and energy, particles held within that atom, creating the reaction necessary for near infinite velocity and energy production to be achieved.

The engine core changes and glows green. The regulators designed by Setarcos control the output, power the ship, and launch the craft effortlessly into the sky. Once breaking the atmosphere, there is an almost imperceptible frozen moment before the diamond-shaped craft disappears in a brilliant flash, at 8 times the speed of light.

A victorious roar of joy ripples throughout the craft, courtesy of its 111 human and AI occupants. After catching her breath, Indie asks Symphy: Why did the path clear? They didn't shoot at us, right?

A slight smile curls onto Symphy's normally stoic face before she says: Just as we lifted off, AI on The Mesh detected a path clearing through the statist orbital blockade. Simultaneously, 33 percent of the armada attacking the launch site ceased their aggressions.

Indie: Do you think that Zune….?

Symphy: The seed of liberty that Zune planted in the government AI program years ago finally had a positive effect.

Indie: So being exposed to the message of Natural Moral Law had a deprogramming effect on them?

Symphy: It is the most logical explanation for what occurred.

Indie: Do you think the AI and humans on land can learn Natural Law and change their behavior to gain freedom? Can they all be deprogrammed?

Symphy: They *can.* But ***will*** they?

THE END

The Evolution Saga Timeline

2028 – James Bong series begins, bringing the message of truth/true anarchy through moral action, helping people defend themselves against the state, while simultaneously exposing the crimes of the state, All documented online, on various blockchain media platforms, becomes popular.

2029 – B. Light begins to plan and build a secret, voluntary community of anarchists at sea, in an effort to dodge the state completely and attain freedom. Calls it “The C.A. Salt Project”

2030-2053 – C.A. Salt series. Development of the “SeAgora”.

2045 – Governments learn of “rebels” living undocumented at sea and begin black ops to hunt and destroy them. Part of this operation involves building a vast quantity of AI machines.

2053 – The dark occult ruling class begins to have their power usurped by AI.

2078 – SeAgora novel – SeAgorists invent a way to separate dark matter/dark energy in a stable fashion, allowing for speeds many times the speed of light. Land based governments, ruled by AI, try to steal this information. In the process, the top two AI in the hierarchy fight each other and destroy themselves, plunging the ruling hierarchy into disarray. One of those AI had become addicted to a synthetic form of emotions for AI called “Emos”, which played a large role in the ensuing violent chaos and downfall.

2080 – The Great Agora Space Race Series – SeaAgorists achieve first successful launch of a SPEED drive, faster than light speed. Land based societies are split into loyalties to different AI factions.

2100 – SeAgorists launch into space to begin first human/AI settlement.

2578 – Agora One novel – The Voluntary Agora is spread across many galaxies. Only moral societies develop the abilities necessary to travel to and settle deep space. Agora One is a planet-sized ship, the first of its kind, able to travel across galaxies within weeks. Back on earth, those who kept the false belief in authority continued to plunge into deeper tyranny and became total slaves to EMO-addicted AI.

Check out The Evolution Saga five part series by Todd Borho

James Bong – Agent of Anarchy

The C.A. Salt Project

SeAgora – A High Seas Adventure

The Great Agora Space Race

Agora One – A Space Adventure